



ate 01/08/15

Board Team Final

Network Approval Board

Record Board

Animatic Scan Board

Conformed Board

Design Board 01/08/15

Final Board

Adventure Time Created by Pendleton Ward

> Supervising Director Andres Salaff

> > Storyboard by Kent Osborne & Sam Alden

Animation Studio RDK

MAR 0 : 2015

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EPISODE#

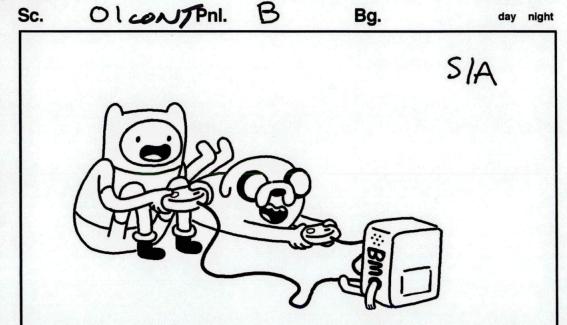
ADVEN

ADVENTURE TIME



Page Ol

Sc. O | Pnl. A Bg. day night



Dialog:

F+J: CALLING ...

Action:

MAR U 6 2015

Timing:

EPISODE#

ADVENTURE TIME

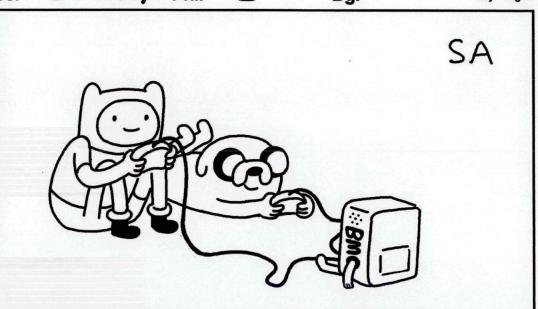


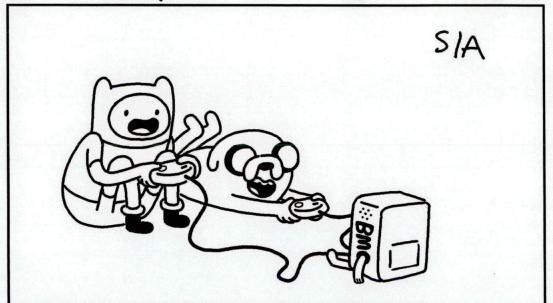
Olcont Pal. C

Bg.

Olcont Pnl.

Bg.





Dialog:		
	F+J:	ALL

MAR 0 6 2015

Timing:

Action:

EPISODE#

ADVENTURE TIME

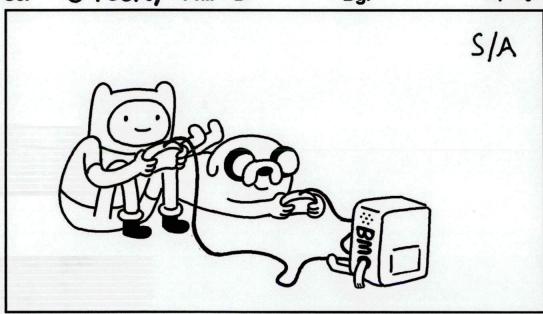


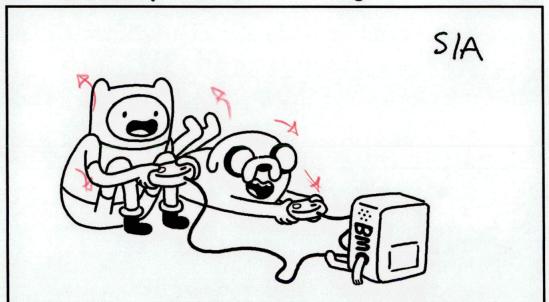
O 1 CONT POIL E

Bg.

Olcont Pnl. F

Bg.





	W		
Dia	alo	g:	

F+J: CURLYS ...

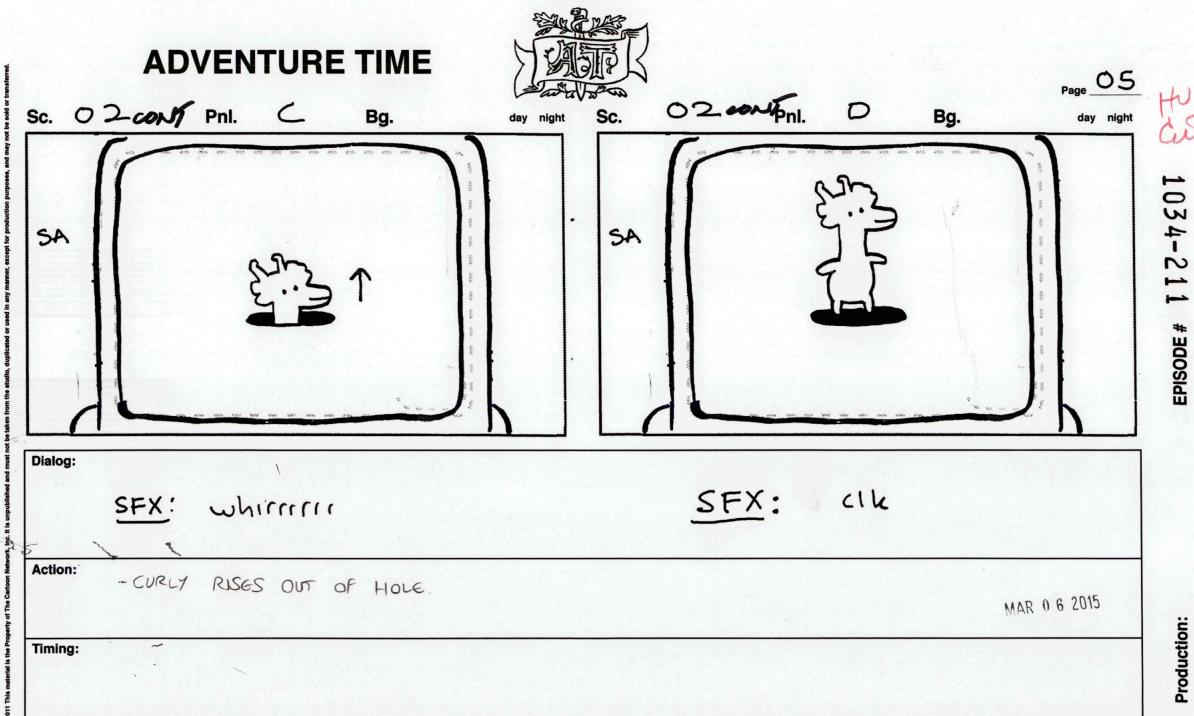
Action:

MAR 0 6 2015

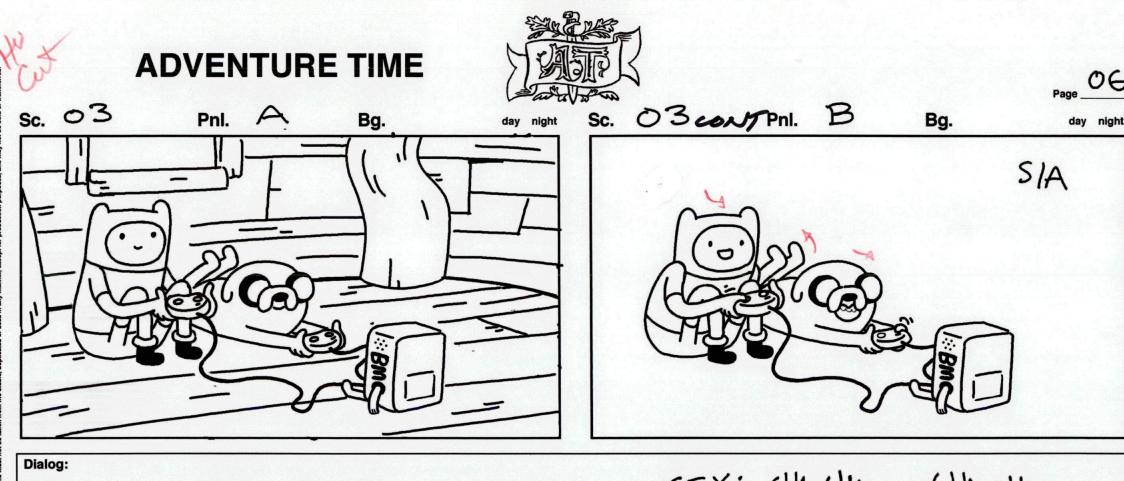
Timing:

1034/211

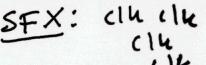
Production:



EPISODE#



SFX: ding! **Action:** Timing:



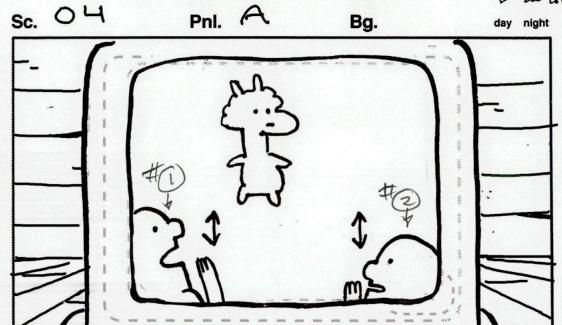
clu clu

F+J START Mashing the buttons
MAR 0 6 2015



ADVENTURE TIME





O4 coNTPnl. B SA

Dialog: game/curly!

game/curly!

game/curly! #1 curly!

game/curly!

Action: (heads go up and down, curly moves left and right, trying to figure out where to go

MAR 0 6 2015

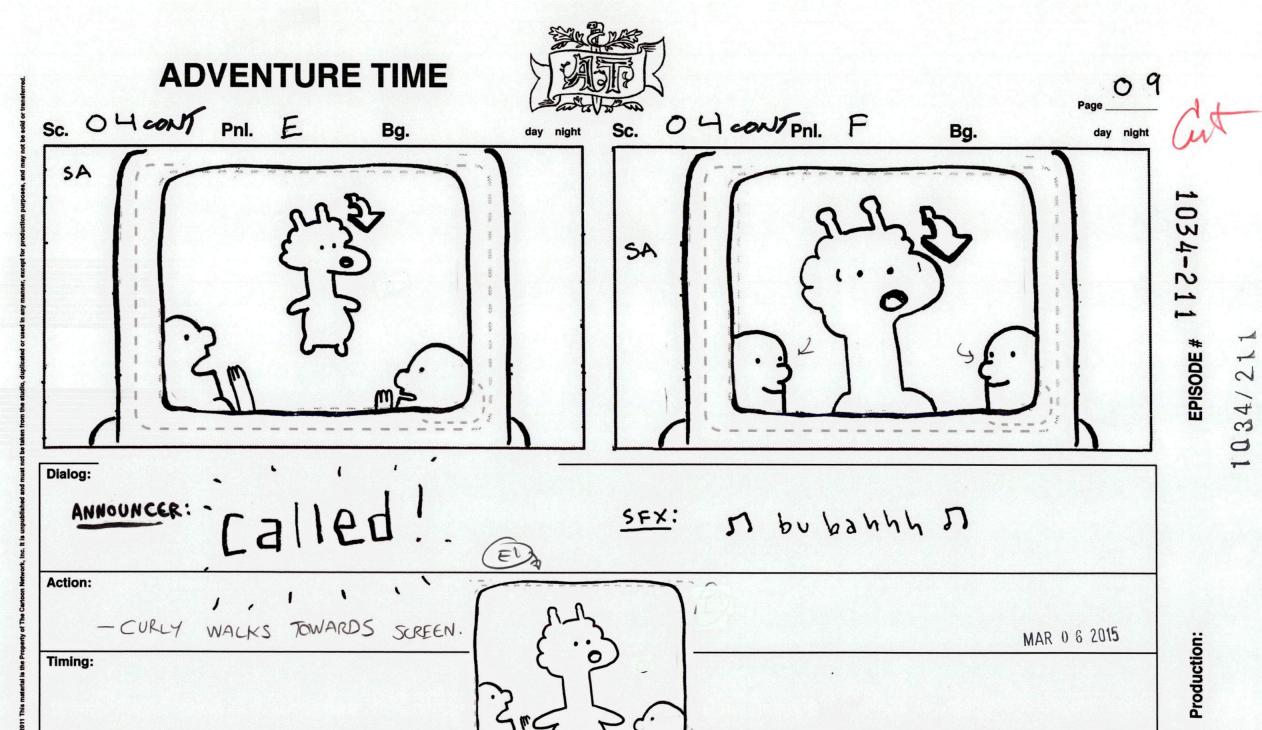
Timing:

CYCLE PNLS: A, B, C, D REPEAT

ADVENTURE TIME	The state of the s	O 8
Sc. O 4 cont Pnl. C Bg.	day night Sc. O Heart Pnl. D Bg.	day night
	SA	1034-211 #agosida
Dialog: game/curly! #1 curly! #2 curl		AR 0 6 2015
Action: Timing:		Production:

EPISODE#

1034/211

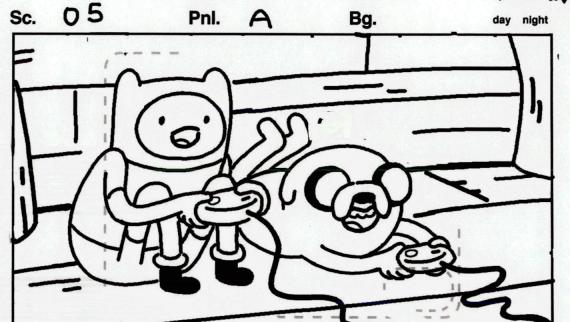


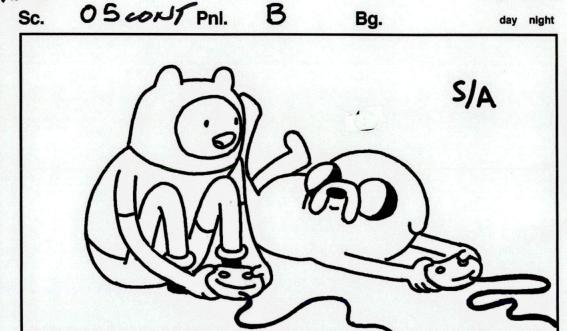
Cut

ADVENTURE TIME



Page 10





Dialog:

F/Yezh! I/ all right!

Flore more and we'll have called all the curlys.

Action:

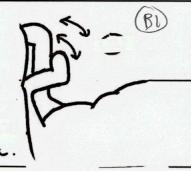
Timing:

(bicking back)
and forth)

- "A 3 3 A



MAR 0 6 2015



Production:

Timing:

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4
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2
_

	AD\	/EN	ITU	IRE	TIN	1E
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Sc. OS CONT Pol. C Bg. S/A

OS cant Pol. D

Bg.

SIA

day night

1034-211

EPISODE#

1034/21

(DD) DING! SFX: CLK, CLK, CLK, CLK, CLK,

Dialog:	<u></u> 51	I know!	sfx/ding!
Action:			

MAR 0 6 2015

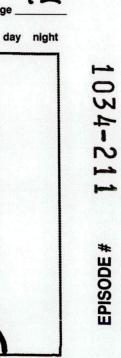
Production:

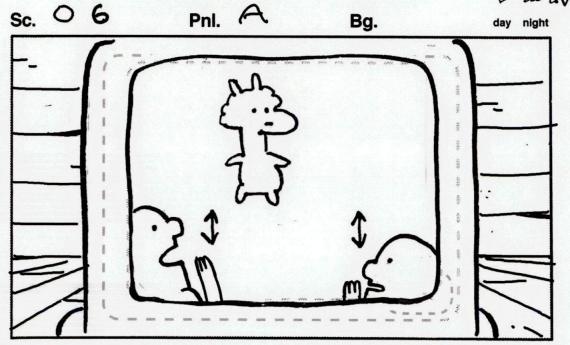
ADVENTURE TIME



SA

0 6 CONT Pril. B Bg.





Dialog: game/curly! game/curly! curly!

game/curly!
#1 curly! game/curly! curly!

Action: (heads go up and down, curly moves left and right, trying to figure out where to go)

MAR U 6 2015

Timing:

CYCLE PNLS: A,B,C,D REPEAT

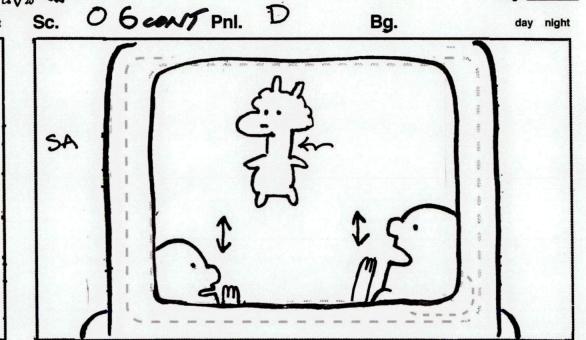
03472

AD	VEN	ITL	JRE	TIM	IE



) 3

SC. O 6 CONT Pnl. Bg. da



Dialog: game/(urly!

game/curly!

game/curly!
#1 curly!

game/curly!

Action:

MAR 0 6 2015

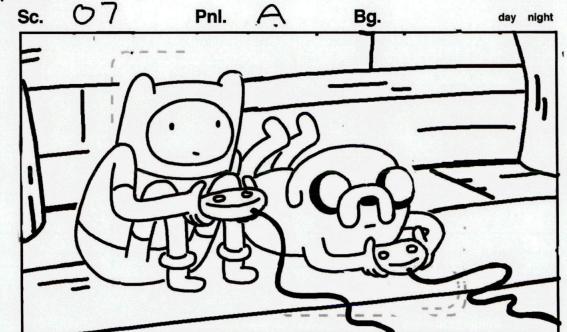
Timing:

EPISODE#

ADVENTURE TIME



Sc. O 6 CONT Pol. E SA we interrupt this video game for a special NEWS FLASH!



Dialog:

ANNOUNCER / we interrupt this video game for a special news flash.

Action:

- NEWS CARD SUDDENLY APPEARS ON/S.

Timing:

MAR 0 6 2015

ADVENTURE TIME



07 cont Pnl. B 08 Bg. Pnl. A Bg. day night 111 this video game for a special NEWS FLASH!

Dialog:

F+J/ N000000!

Action:

Timing:

MAR 0 6 2015

ADVENTURE TIME

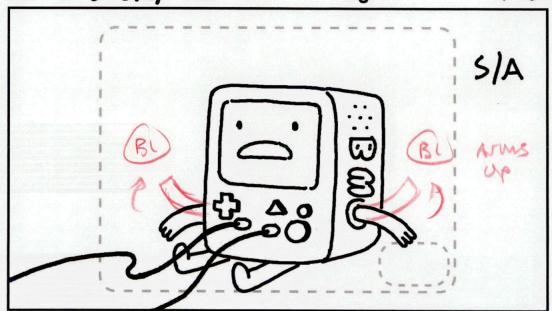


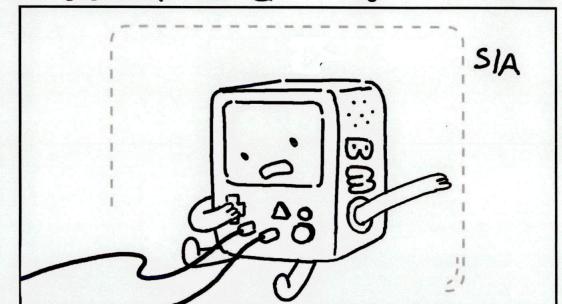
08 cont Pal. B

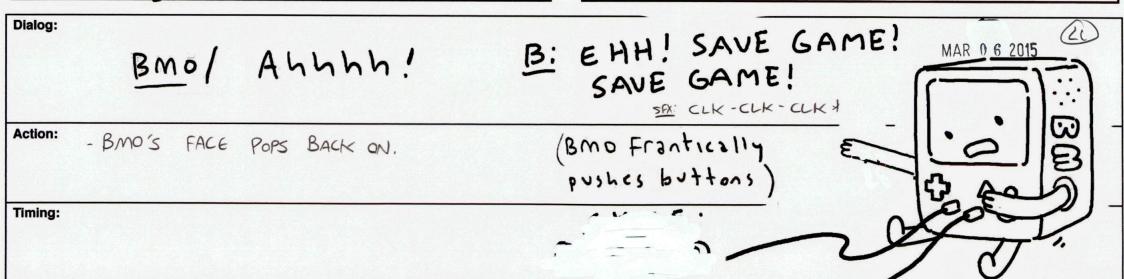
Bg.

Sc. 08 cont Pnl. C

Bg.







Production:

1034-211

EPISODE#

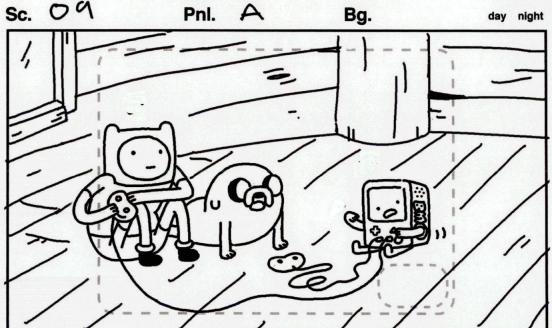
1034/21

EPISODE#

Sc. 09

ADVENTURE TIME





Sc. OG CONT Pol. Bg. SIA

Dialog: J / thats okay GMO

I: what's the emergency?

Action:

Timing:

(FINN PLACES CONTROLLER ON GROUND) - BMO BUTTON-PUSH



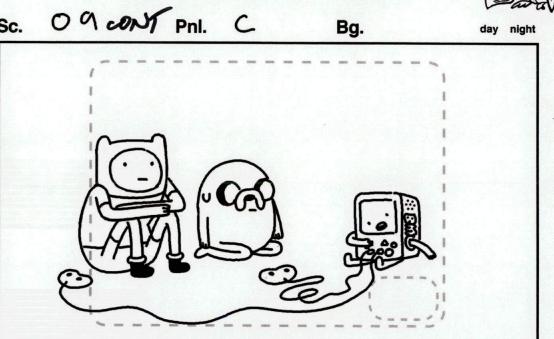
MAR 0 6 2015 Jake scootches up

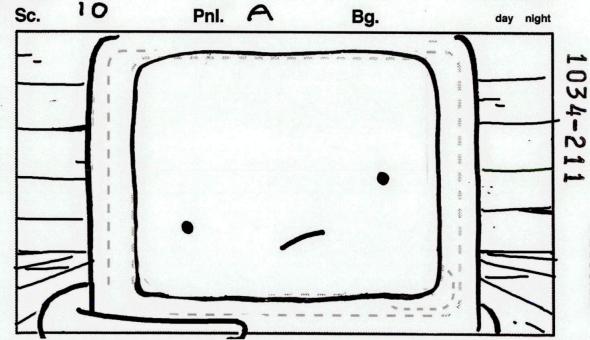


Production:

day night Sc. 10

ADVENTURE TIME





B/hold please

Action:

MAR 0 6 2015

Timing:

1034/211

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ADV	/EN	ITU	RE	TIN	1E



Sc. 10 WNT Pnl. B Bg.

10 CONT Pol. C

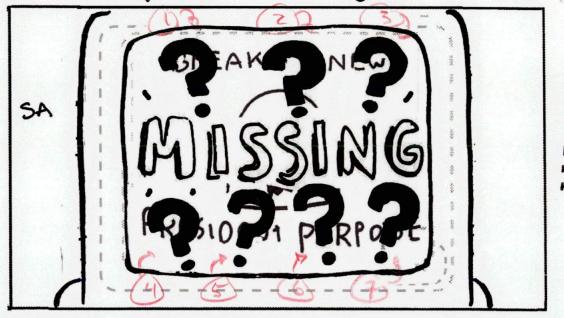
day night

Bg.

1034-21

EPISODE#

SA BREAKING NEWS PRESIDENT PORPOISE



Dialog: Announcer / this just in, president porpoise .. is missing !

Action:

Timing:

marks popup, one at a time ...)

MAR 0 6 2015

Production:

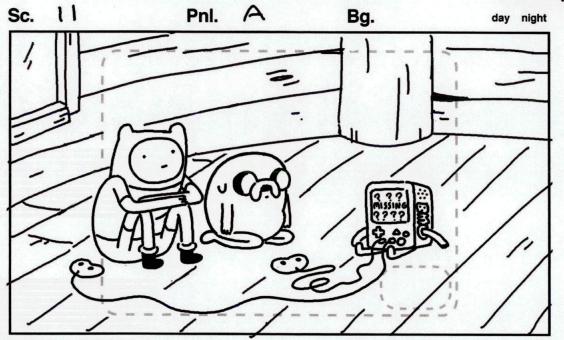
EPISODE#

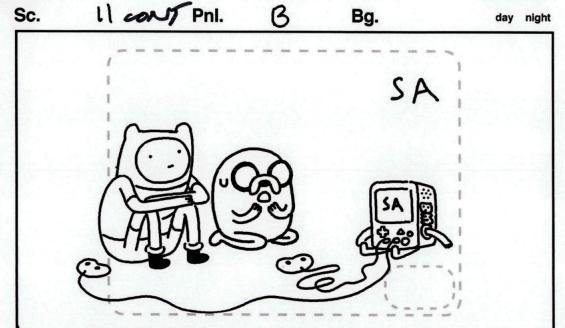


ADVENTURE TIME



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J/(small gasp)
F/

Action:

Timing:

MAR 0 6 2015

1034/211

EPISODE#

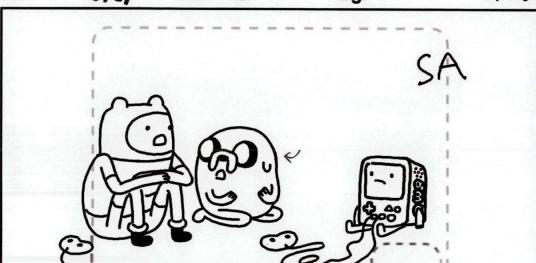
ADVENTURE TIME

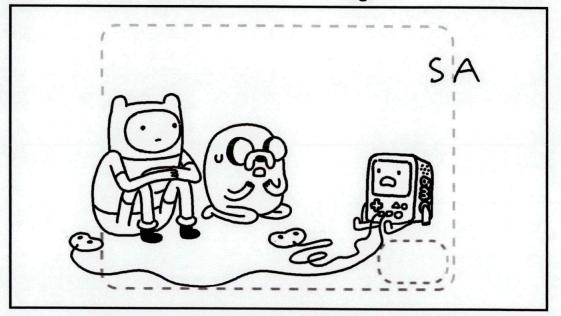


Sc. 11 con Pnl. C

Bg.

11 CONT Pol. D





Dialog:

fl who's President porpoise? Is he real?

Bmo/ He's real!
And he's missing!

Action:

-BMO'S FACE POPS BACK ON/S.

MAR 0 6 2015

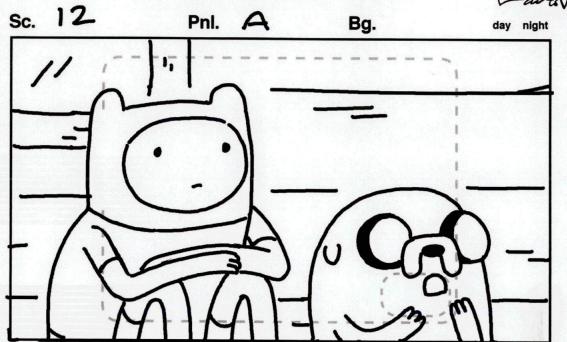
Timing:

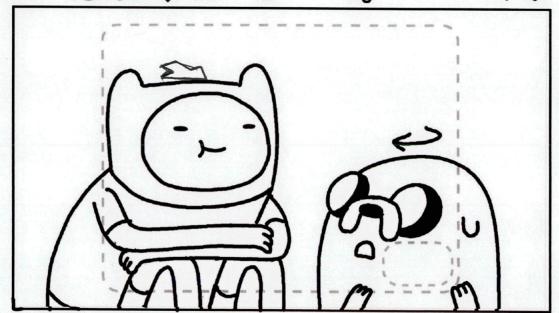


ADVENTURE TIME



B 12 CONT Pol. Bg. day night





F/mmm (skeptical) Action:

S.P.

Timing:

Dialog:

MAR 0 6 2015

ADVENTURE TIME



Sc. 12 conf Pnl. C Bg.

12 cont Pol.

SA

SA

Dialog:

J/ He is real! We video chat sometimes.

we need to find him before they give the oath of office to vice President Blowfish

Action:

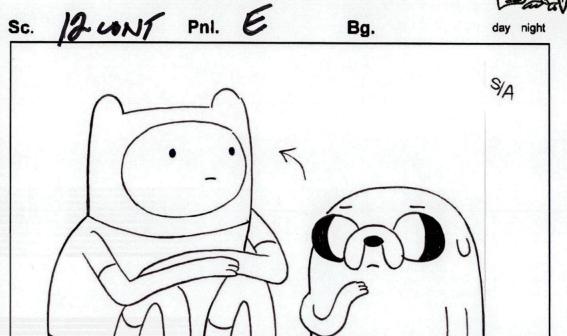
Timing:

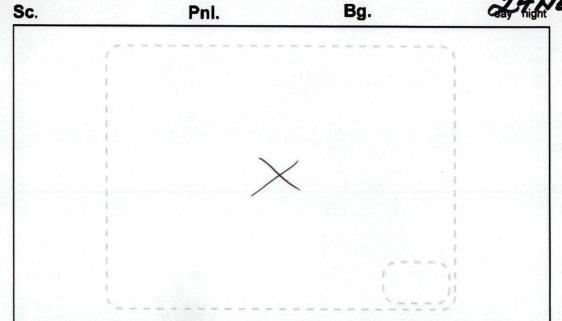
MAR 0 6 2015

Production:

ADVENTURE TIME







Dialog:

BMO: (0/S) THAT CREEP!

Action: -FINN LOOKS UP TOWARDS BMO.

MAR 0 6 2015

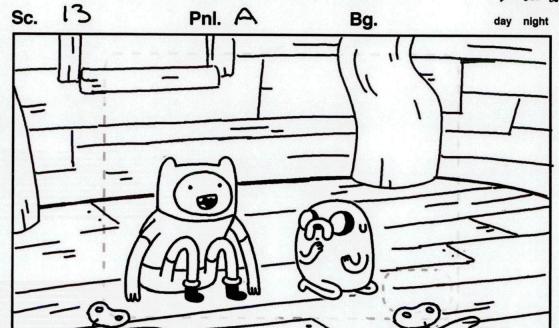
1034/211

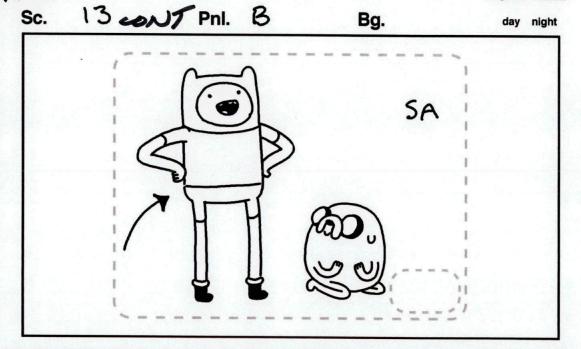
Production:



ADVENTURE TIME







Dialog:

F/ Okay!

F/ Lets go find president porpoise!

Action:

- FINN POPS UP TO HIS FEET

MAR 0 6 2015

Timing:

Production:

EPISODE#

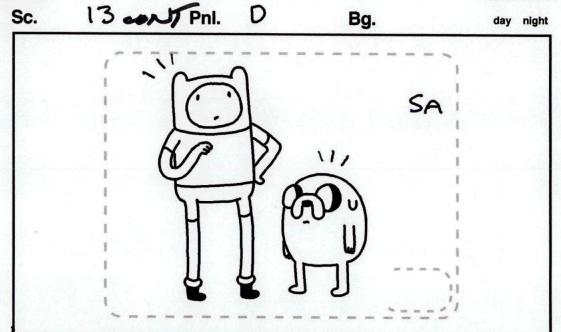
034/21

ADVENTURE TIME



Page 25

Sc. 13 con Pnl. C Bg. SA



Dialog: F/ I guess we should ask
Banana man if we can borrow his submarine ..

Bm/(O.S.) No problemo!

Action:

- JAKE STANDS UP

Timing:



MAR 0 6 2015

Production:

1034/21



26 Page

Sc. 13 const Pnl. E Bg. day night

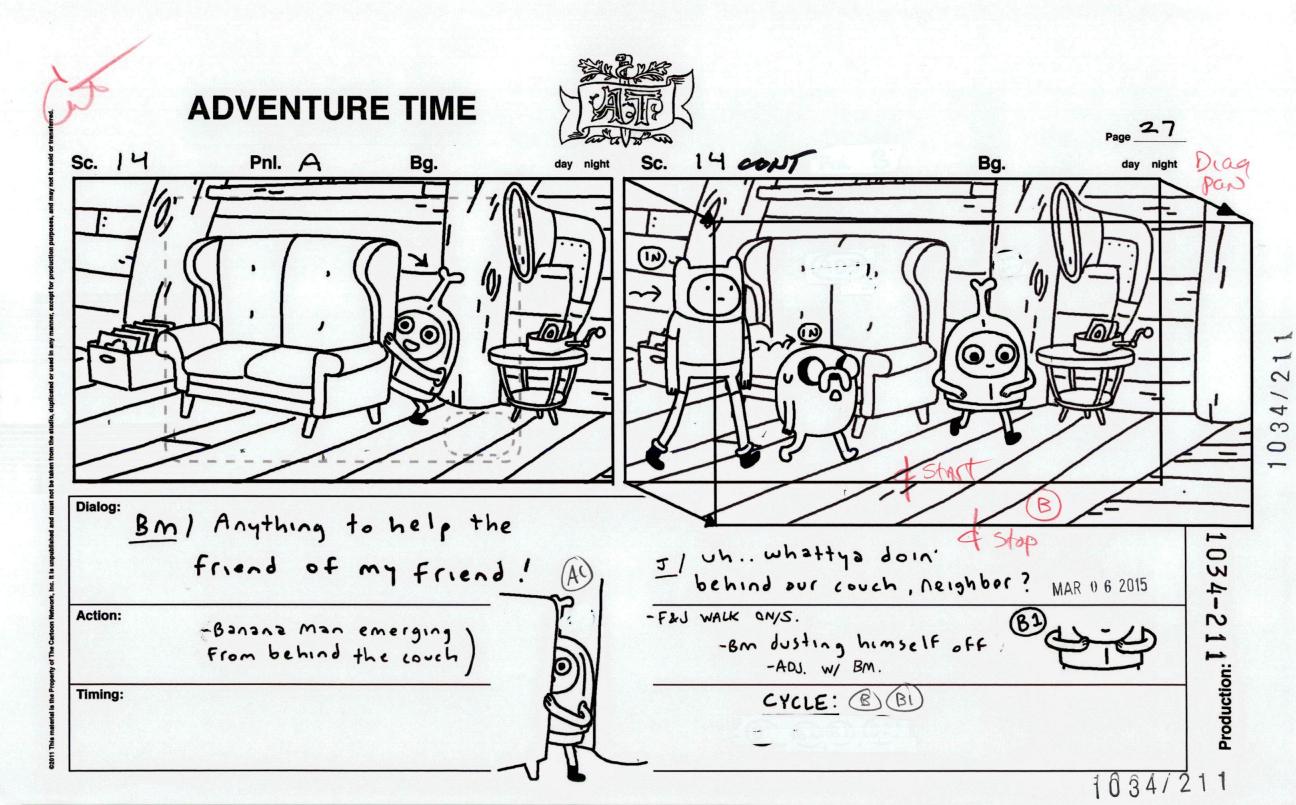
Sc. Pnl. Bg. day night

Dialog:

F+J/YAHH!

Action:

Timing:



1034-211 #agosida

1034/21

Production:

ADVENTURE TIME



1034-211

EPISODE#

1034/211

Sc. 15 cont Pnl. B

15 CONT Pol.

Bg.

Bg. SA

Dialog:

F/ we should let it slide so we can use his sub.

Action:

(Jake nods)



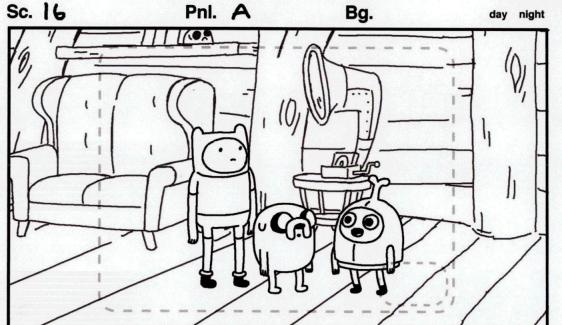
Timing:

Production:



ADVENTURE TIME





16 cout Pnl. B Bg. day night

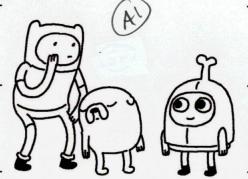
Dialog:

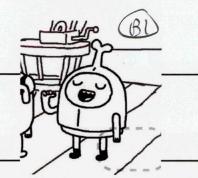
BM/ But only IFI can go with you grys..

Bm/ Nobody steers the s.s. Inquisitive but me! MAR 0 6 2015

Action:







Production:

EPISODE#

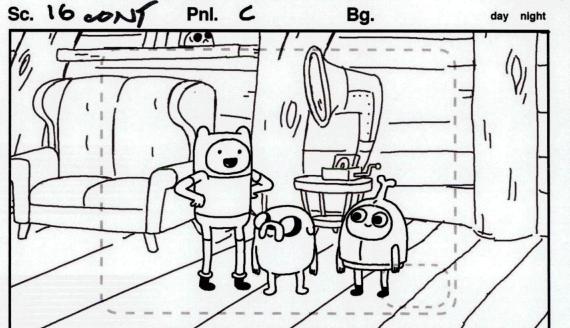
1034/21

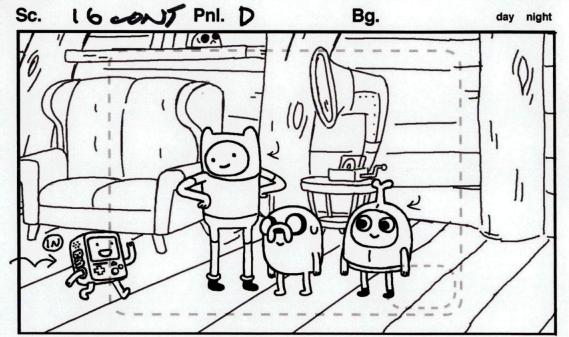
1034-211

ADVENTURE TIME



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Dialog:

Flokay! Then it's the 3 of us!

BMO / FOUR!

Action:

-BMO WALKS ON/S.

MAR 0 6 2015

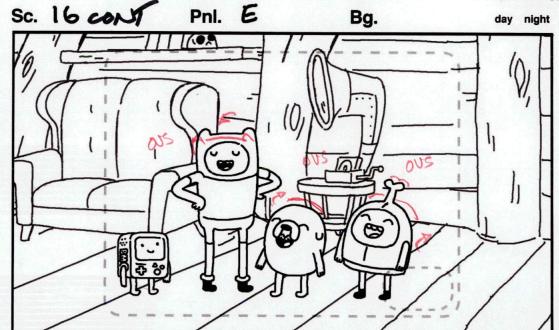
Timing:

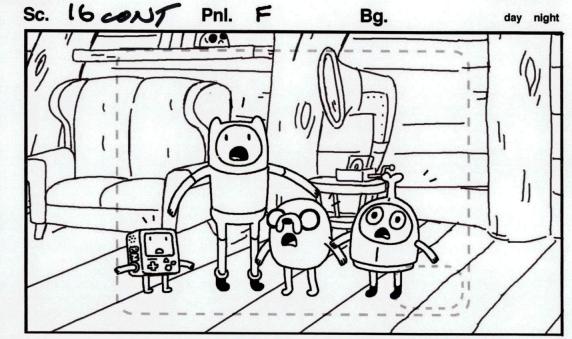
Production:

EPISODE#

ADVENTURE TIME







Dialog:

F, J, Bm / (laughter)

ICEKING/ (OS) FIVE!

BMO, F, J, BM / YAHH!

Action:

Timing:

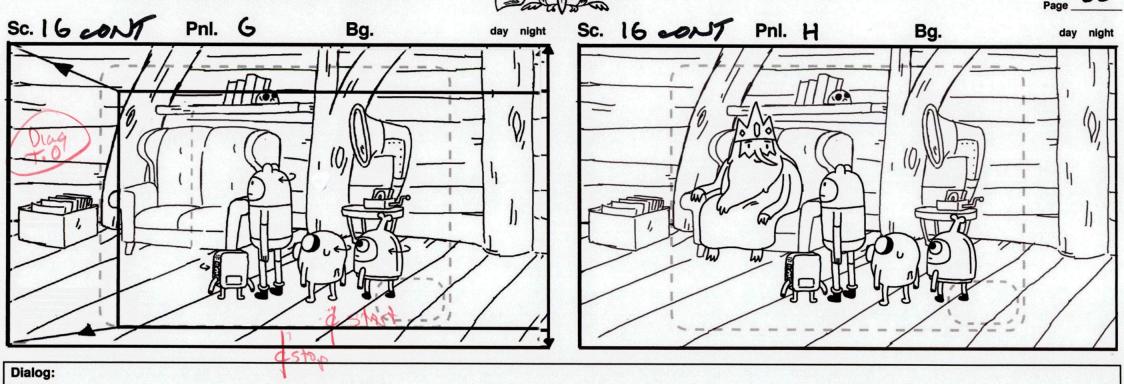
1034/211

MAR 0 6 2015

EPISODE#







Action:

- TRUCK OUT TO INCLUDE ALL OF COUCH.

Timing:

-IK becomes visible

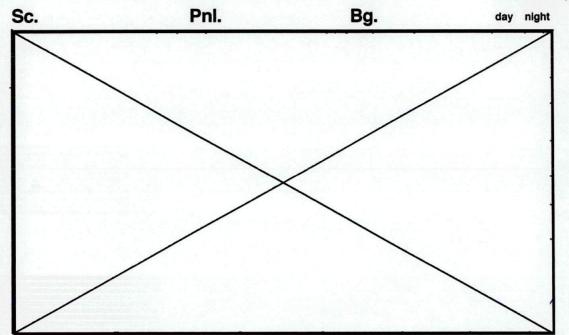
MAR 0 6 2015

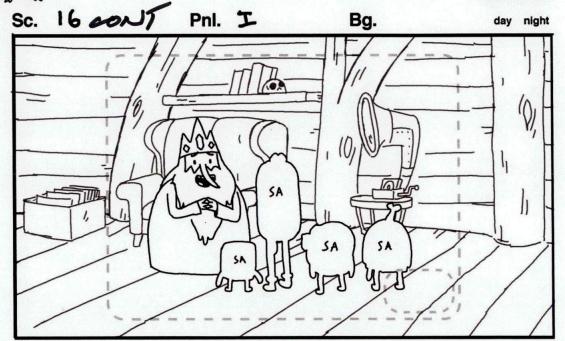
EPISODE#

ADVENTURE TIME



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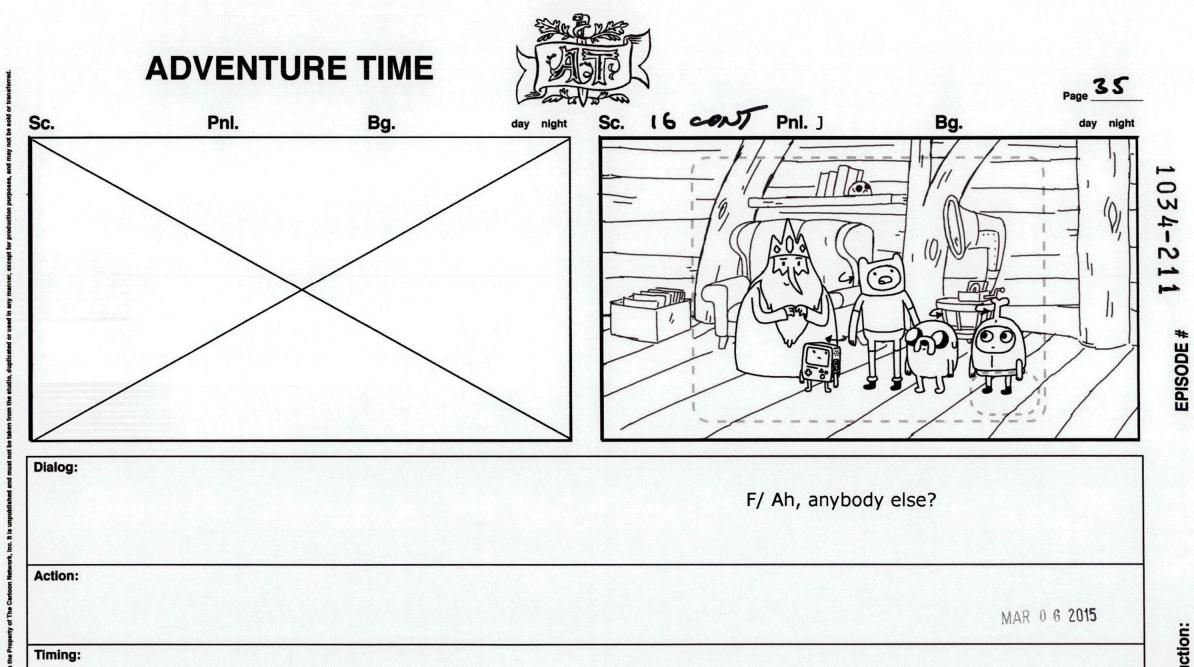
Dialog:

IK/ [laughter.]

Action:

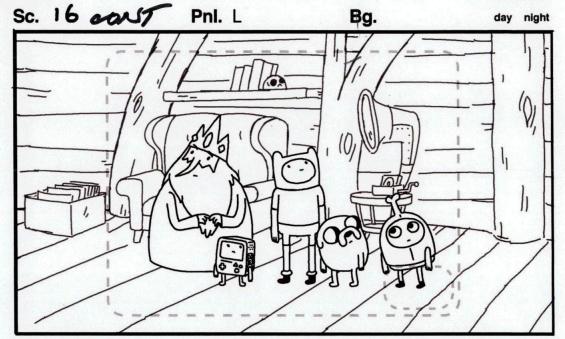
MAR 0 6 2015

Timing:





Sc. 16 ON Pnl. K Bg. day night



Dialog:

CYCLE

Action: _ THEY LOOK AROUND THE ROOM.

(BEAT)

MAR 0 6 2015

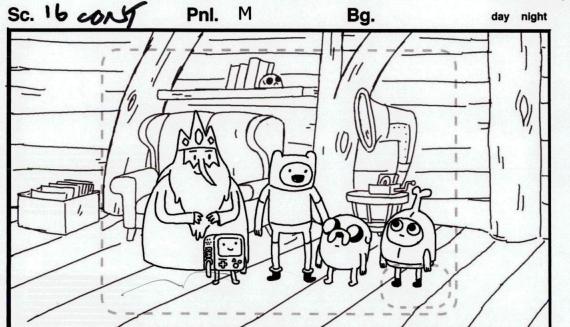
Timing:

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Production:

ADVENTURE TIME





16 OUNT POIL N Bg. 1034-211

Dialog:

Flokay, let's go!

Action:

Timing:

1034/211

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EPISODE#

ADVENTURE TIME



Sc. 16 april Pnl. P Bg. day night Sc. 16

Dialog:

- GROUP RUNS 0/5.

Timing:

1034/211

MAR 0 6 2015

Dialog:

1034-2

EPISODE#

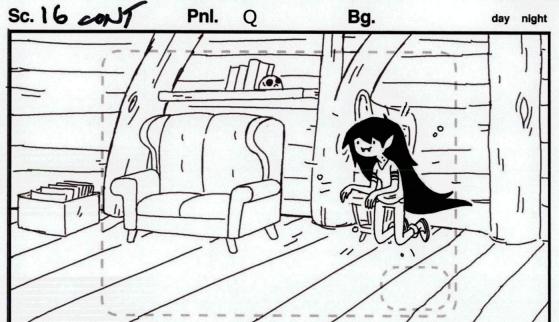
1034/21

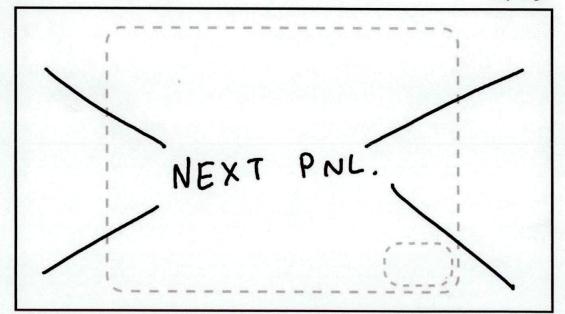
ADVENTURE TIME



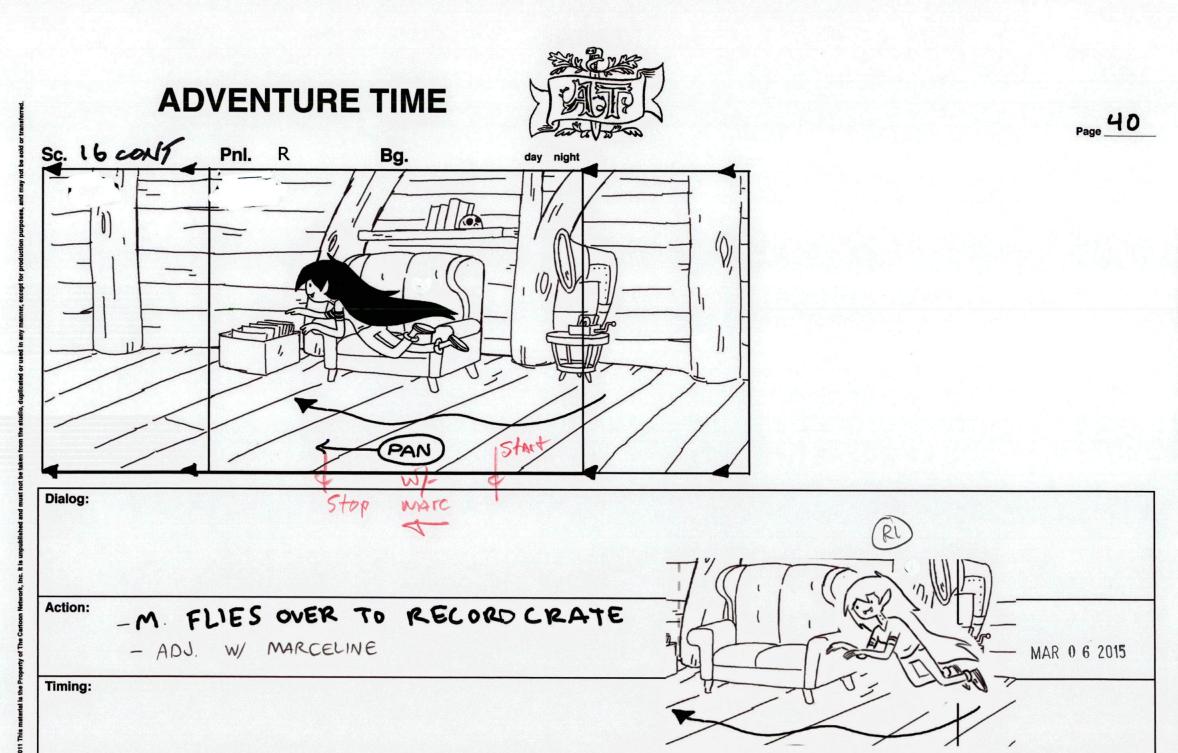
Page 39

day night



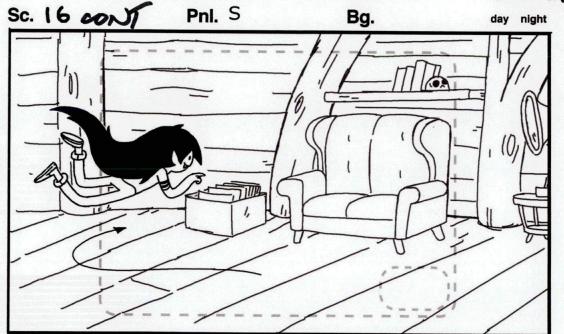


Timing:





Sc. 16 CONT Pol. T Bg. day night 13+ RECORD



Dialog:

-M GOES THROUGH RECORDS



MAR 0 6 2015

Timing:

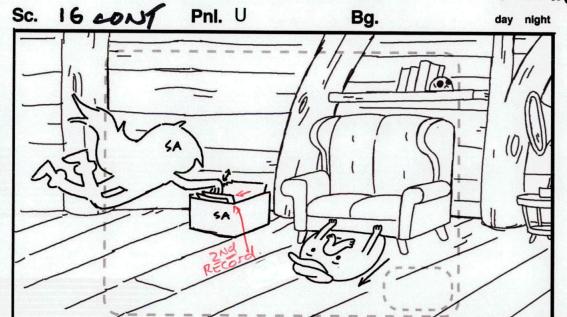
Action:

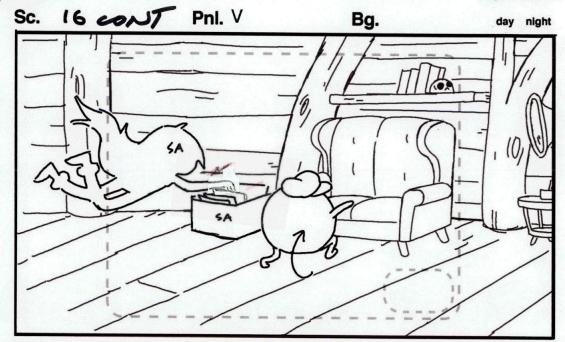
1034-211 #agosida

1034/211

ADVENTURE TIME







Dialog:	SfX; * SHFF*	Hand I	304	
Action:	- STARLY PUL FROM UNDE	R THE COUCH	REF	MAR 0 6 2015

EPISODE # 112-1

Production:



Page 44

Sc. 17 const Pnl. B Bg.

day night

Sc. 17 conf Pril. C

Bg.

day night

SA

SA +

Dialog:

-PB emerges from behind book case eating a submarine sandwich

Timing:



Production:

1034/211

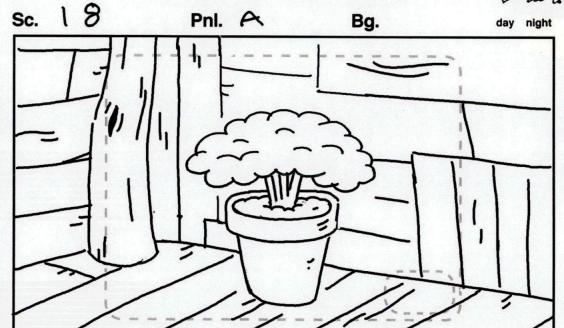
EPISODE#

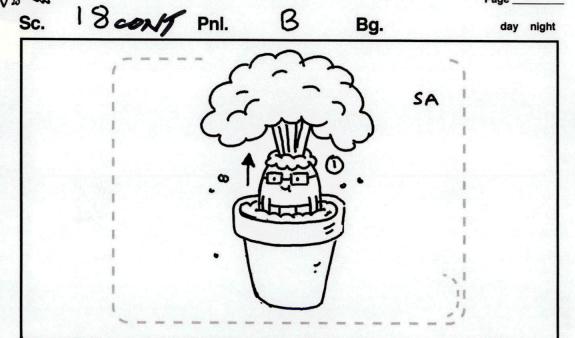
EPISODE#

ADVENTURE TIME



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Dialog:

SFX: * CHFFF*

Action:

- GUMDROP LASS POPS OUT OF A POTTED PLANT. MAR 0 6 2015

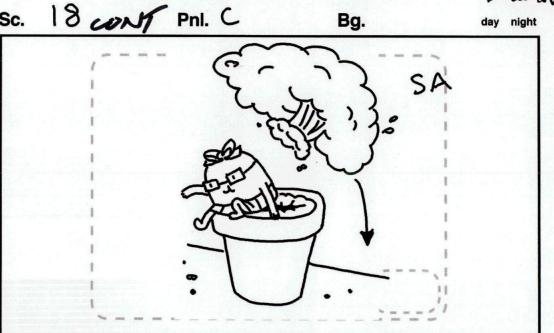
Timing:

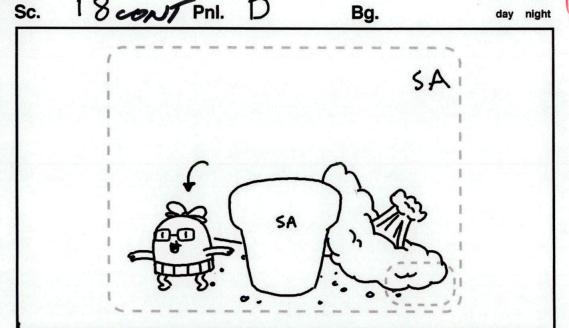
____ å

ADVENTURE TIME



18 cont Pnl. D





Dialog: MAR 0 6 2015

Action:

- GDL. CLIMBS OUT

Timing:

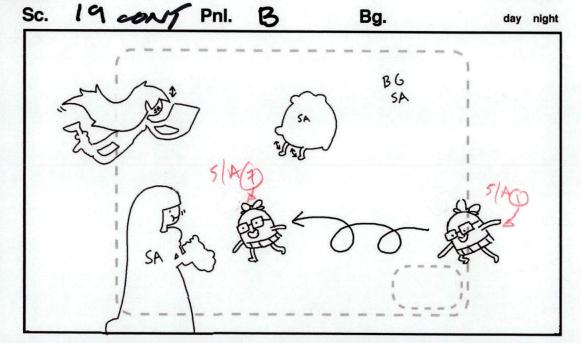
EPISODE#

ADVENTURE TIME



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Sc. 16 Pnl. A Bg. day night



Dialog:

5 1 5 1 A S

Action:

Timing:

-GDL CARTWHEELS ACROSS FLOOR

PATH OF ACTION:

MAR 0 6 2015

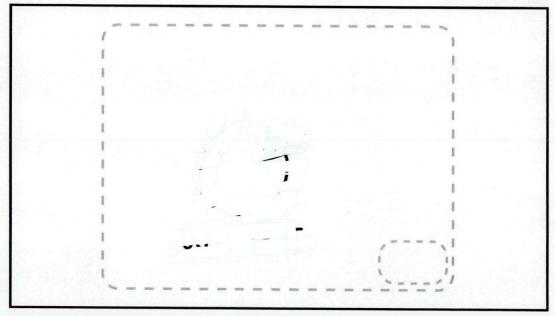
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day night

Sc. 19 cont Pnl. C

Bg.



		A SOLOW	A THE	
	Contract of			
Dialog:		-/-/	/-	

ovs

Action:

MAR 0 6 2015

Timing:

1034/

Production:





Sc. 20 Pnl. A Bg. day night

Dialog:

Action:

- OCEAN BEACH, PAN LEFT DOWN DOCK TO REVEAL SUBMARINE.

MAR 0 6 2015

Timing:

Production:

EPISODE#

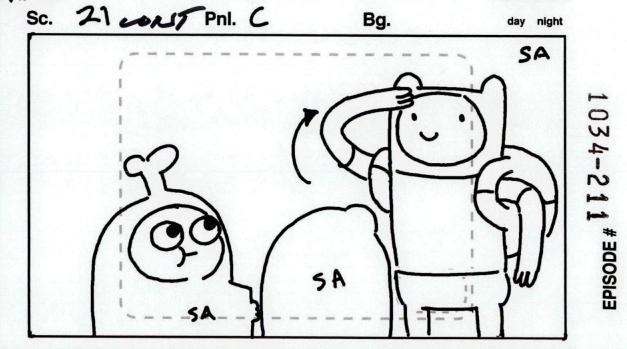
ADVENTURE TIME Page 50 Sc. 20 cont Pnl. Pnl. A Bg. day night Dialog: BM Finn, Bm/ As soon as I Finish loading these supplies we can ship out. Action: MAR 0 6 2015 Timing:

Production



Page 51

Sc. 21 cont Pnl. B Bg. day night



BM/ youre my first mate

Action:

-FINN SALUTES

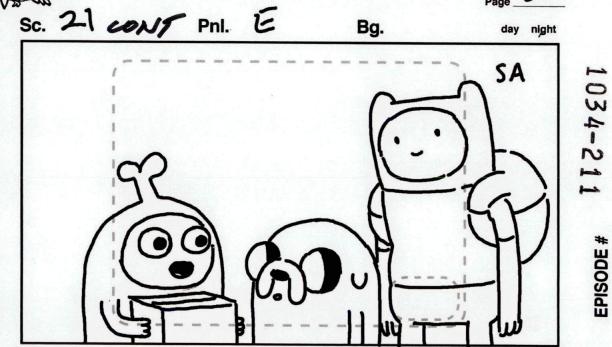
MAR 0 6 2015

Timing:

ADVENTURE TIME



Sc. 21 cont Pnl. D Bg. SA



Dia		
Dia	ıоч	

BM:

NICE .

BM / Jake, you're my "morale officer "

Action:

MAR 0 6 2015

Timing:

Production:

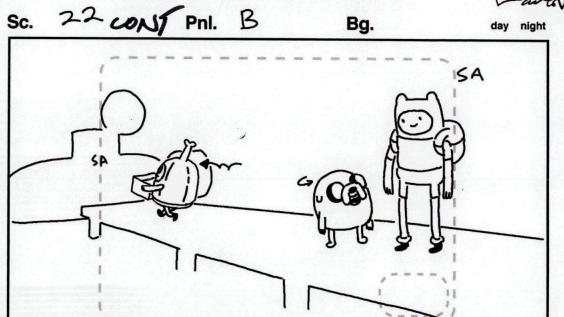
ADVENTURE TIME Page **53** Sc. 21 cont Pal. F Bg. Pnl. Bg. day night SA SA Dialog: BM/ You keep our spirits up --Action: MAR 0 6 2015 Timing:

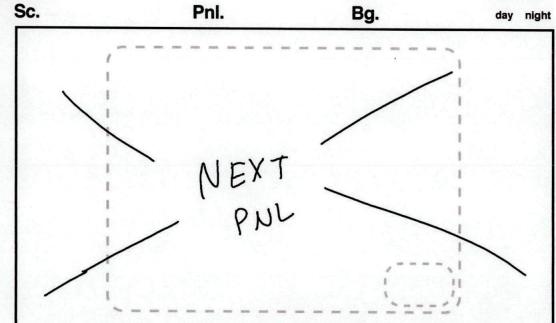
1034/211

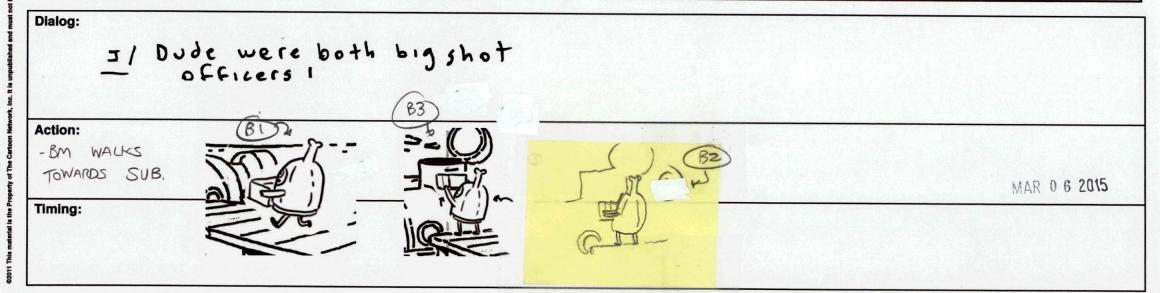
ADVENTURE TIME



Page SS







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EPISODE#

ADVENTURE TIME



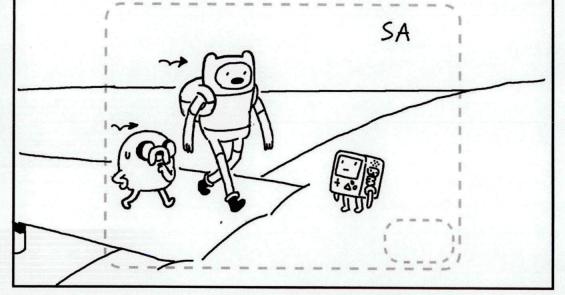
Sc. 22 conf Pnl. D

Bg.

22 contpni. E

Bg.

SA



Dialog:

F/ You have the most important job of all, BMO ...

Action:

-F+J WALK DOWN DOCK.

- F. STOOPS DOWN NEAR BMO.

MAR 0 6 2015

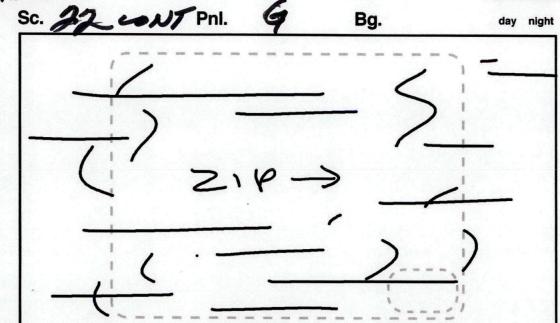
Timing:

ADVENTURE TIME



Page 58

Sc. 22 CONT Pnl. F Bg. day night



Dialog:

F1.. to distract Ice King Until we get zway

Action:

ZIP PAN

MAR 0 6 2015

Timing:

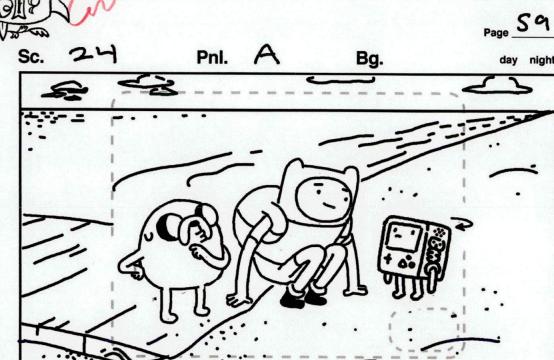
Dialog:

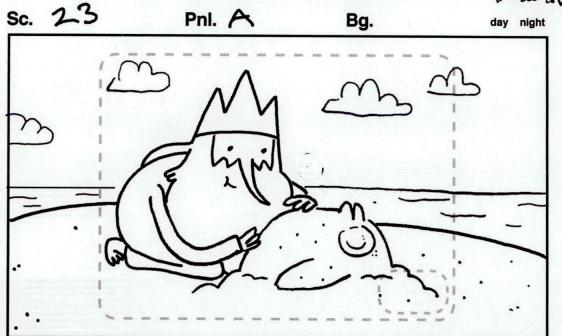
1034-211

EPISODE#

ADVENTURE TIME







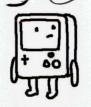
Action: sand castle Timing:

SFX:



PAT PAT PAT PAT

- BMO TURNS TO FINN



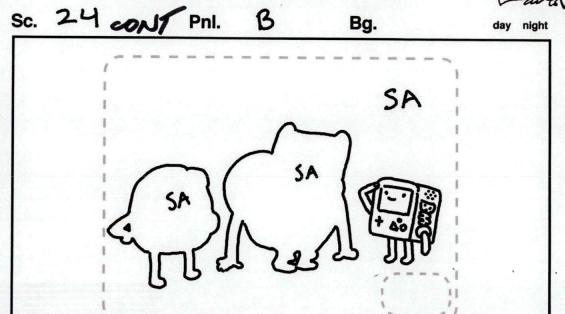
MAR 0 6 2015

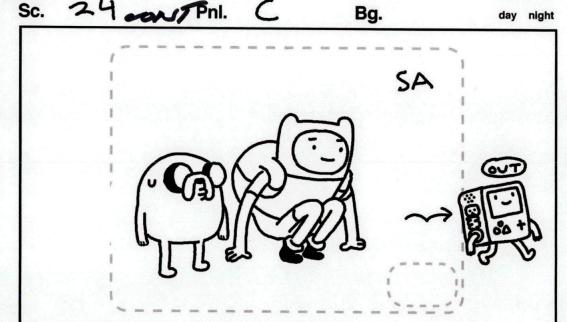
EPISODE#

ADVENTURE TIME



Page 60



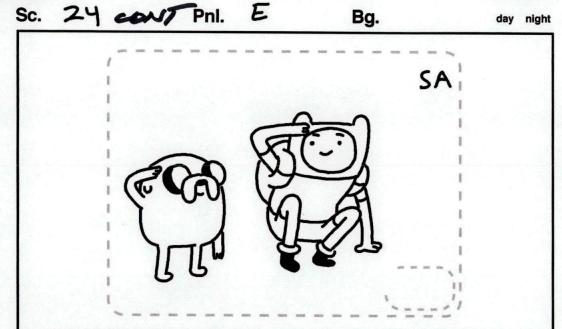


Dialog: Action: - BMO SALUTES BMO WALKS 0/5 MAR 0 6 2015 Timing:



Page 61

Sc. 24 CONT Pnl. Bg. SA



Il That decision was good for morale!

Action:

Dialog:

(they salute each other a bunch of times)

MAR 0 6 2015

Timing:

Production:

1034-211

EPISODE#

EPISODE#

ADVENTURE TIME



Page 62

Sc. 24 CONT Pol. F

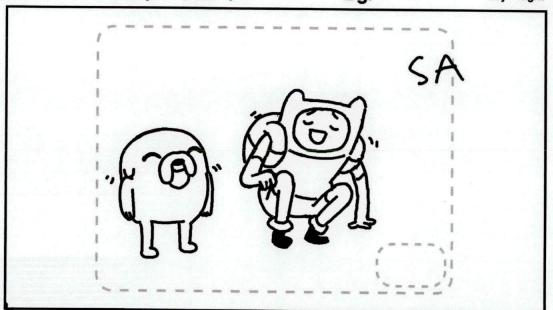
Bg.

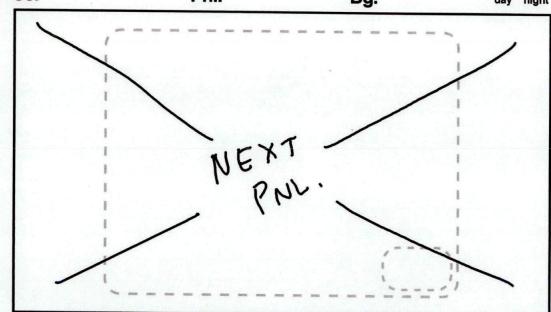
day night

Pnl.

Bg.

day night





F+J
(giggle)

Action:

MAR 0 6 2015

Timing:

EPISODE#

ADVENTURE TIME



Sc. 2-5 Pnl. A Bg. day night

Sc. 25 cont Pnl. B Bg. No Per day night

Dialog:

SFX: KA-CHUNK

Action:

. B-MAN PULLS LEVER,

MAR 0 6 2015

Timing:



Page 65

Sc. 26 Pnl. A Bg. day night

Sc. 26 AND Poll. B Bg. day night

Dialog:

SFX: * PSHHHH*

Action:

- SUBMARINE SUBMERGES.

MAR 0 6 2015

Timing:

Production:

1034-21

EPISODE#

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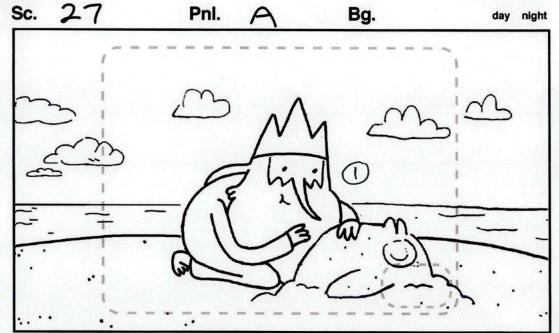




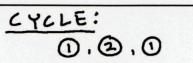
EPISODE#

1034/21

26 cont Pril. C Bg.



Dialog: SFX: * PAT PAT PAT * (0/3) SFX: FSHHHH Action: MAR 0 6 2015 Timing:





EPISODE#

ADVENTURE TIME



Page 67

Sc. 27 SON PNI. B Bg. day night

Sc. 27 MPnl. C Bg. day night

Dialog:

SFX: FSHHHH -

Action:

MAR 0 6 2015

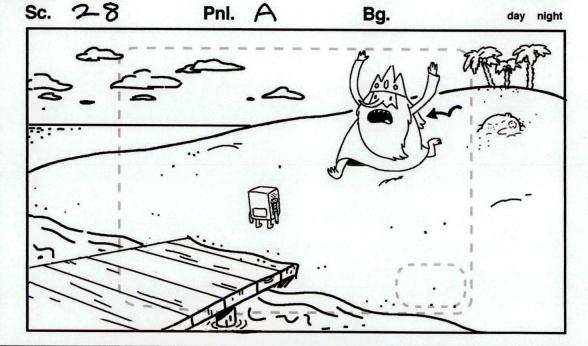
Timing:

ADVENTURE TIME



Page <u>68</u>

Sc. 27 colf Pnl. D Bg. day night



Dialog: IK/[high-pitched squeal]

IK/ Hey!

SFX; FSHHH ---

Action:

- IK RUNS FORWARD

MAR 0 6 2015



Timing:



Page 69

Sc. 28 cont Pnl. B

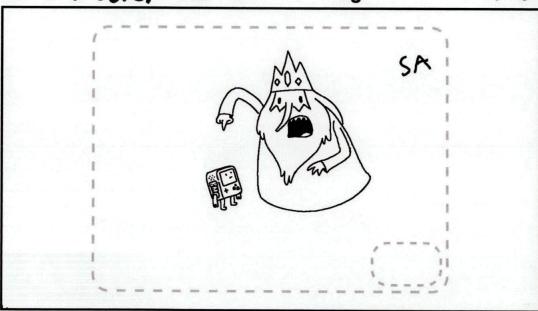
Bg.

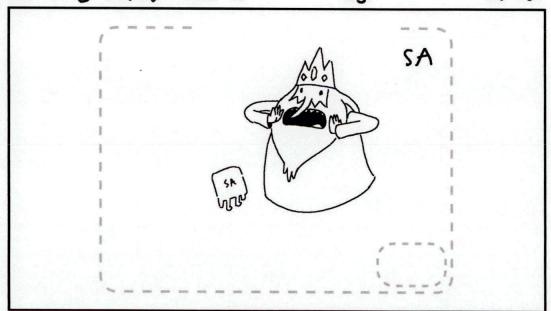
day night

Sc. 28 cont Pnl. C

Bg.

day nig





Dialog:

IK / YOU FORGOT ME AND THE

CABIN BOY HERE!

IK HEYYY!

Action:

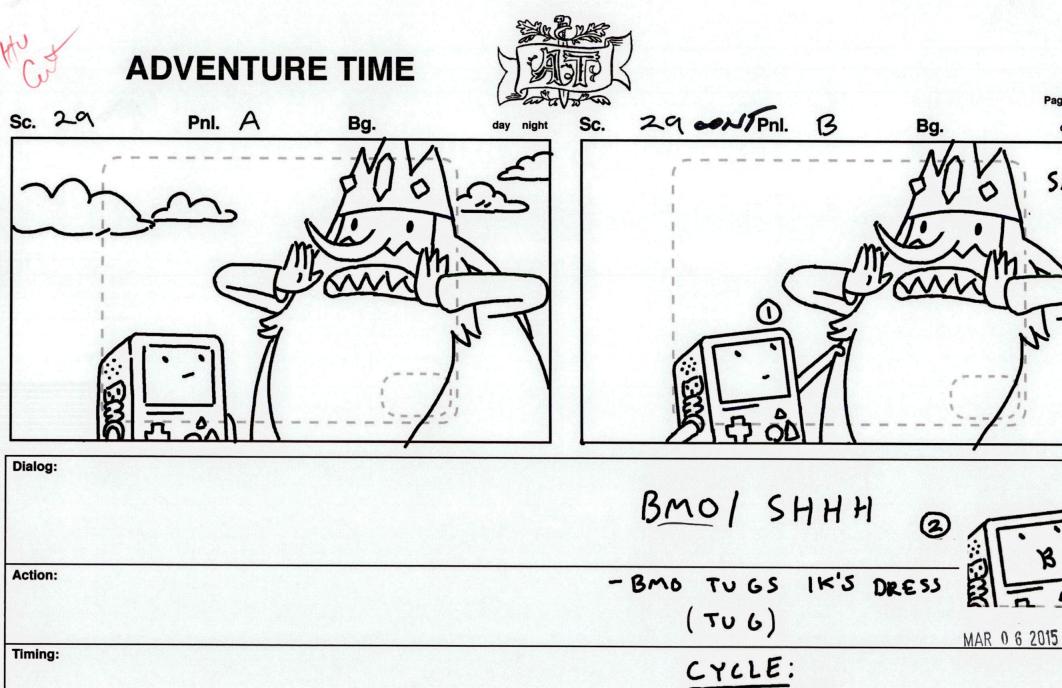
MAR 0 6 2015

Timing:

1034/211

EPISODE #

1034-21



Production:

1034/211

0.00

Page 70

day night

1034-211

EPISODE #

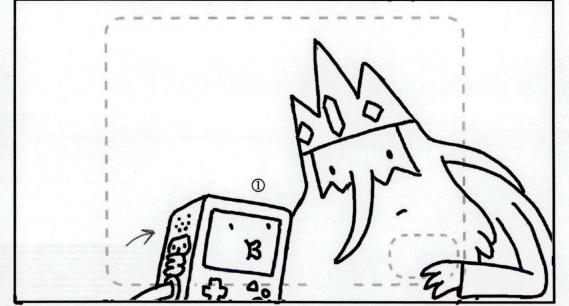
1034-211# adosida

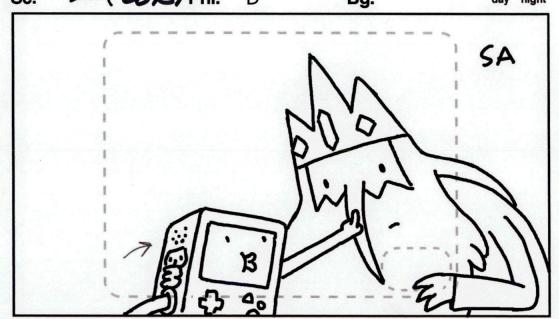
ADVENTURE TIME

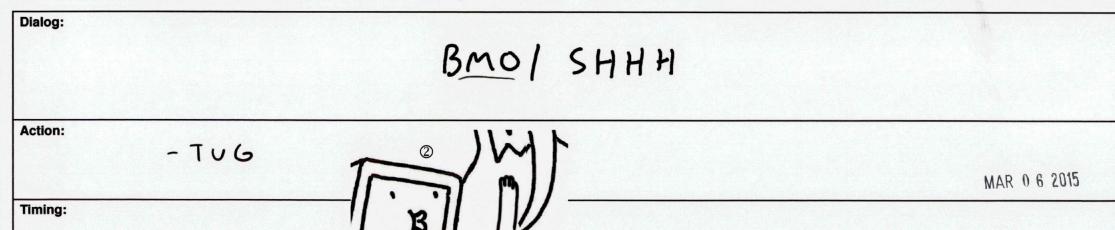


Sc. 29 CONT Pnl. C Bg. day night Sc. 29 CONTPnl. D Bg. day night

SA









Page 72

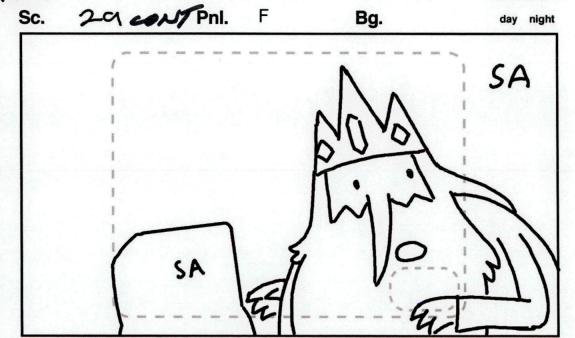
Sc. 29 and Pnl. E Bg. day night

SA

SA

SA

SA



Bmo/ Were on the submarine.

IKIWhazat?

Action:

MAR 0 6 2015

Timing:

EPISODE # 1034/211

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	and Som	

ADVENTURE TIME

Sc.	29 CONT Pnl. G	Bg.	day night
			SA
		200	1
	\	Sin	7
	SA	O	116
	\\\		= 1

Sc. 29 cont Pnl. Bg. SA

Dialog:				
	IK	No	we're	no+

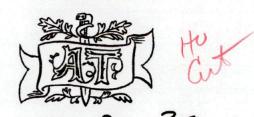
Bmol Yes,

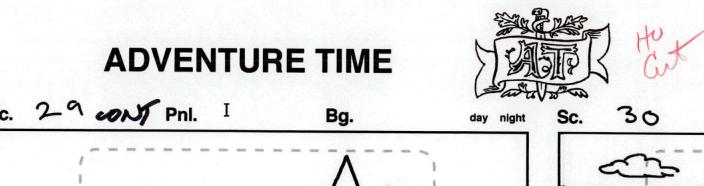
Action:

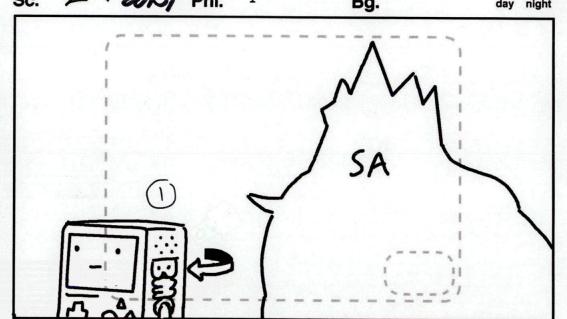
MAR 0 6 2015

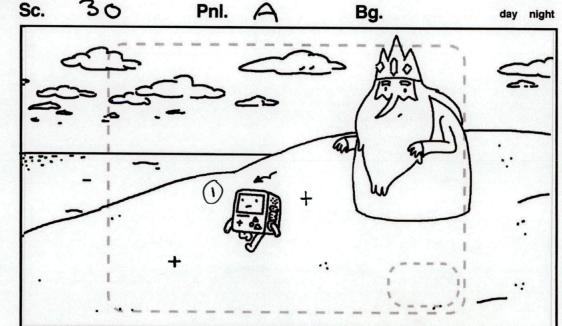
Timing:

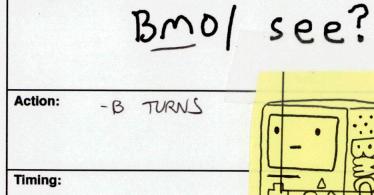
Production:



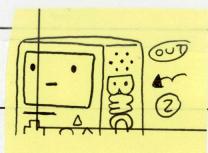




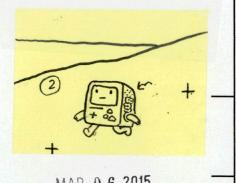




Dialog:



- BMO TAKES A FEW STEPS.



MAR 0 6 2015

1021/211

74

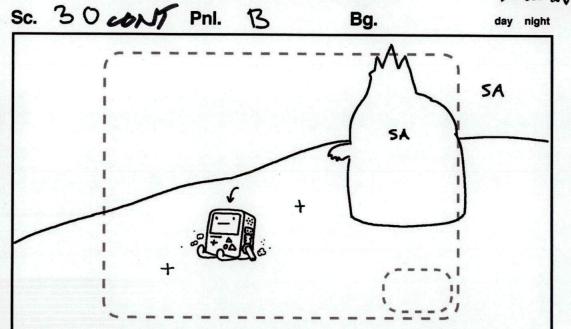
1034-211

EPISODE#

ADVENTURE TIME



75



30 -ONT Pol. C Bg. day night SA 3

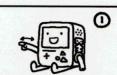
Dialog:

BMO: CHK, CHK,

Action:

-BMO PLOPS DOWN IN SAND.

- BMD PIETENDS TO OPERATE THE IMAGINARY SUB.



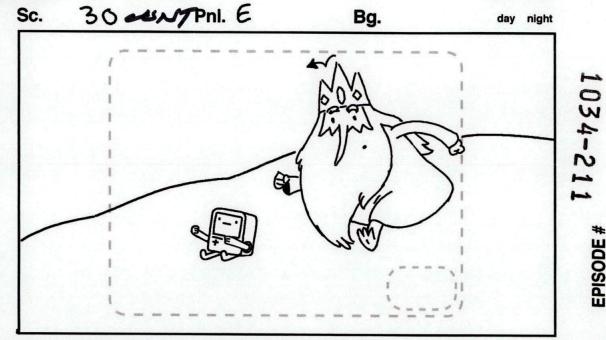
Timing:

- CYCLE:

ADVENTURE TIME



30 cas Pnl. D Bg. SA



Dialog:

BMO: WHIRRR ... BEEP

MAR 0 6 2015

Action:

- Ik looks a round , not sure what's happening



- ik rushes to his "Seat "

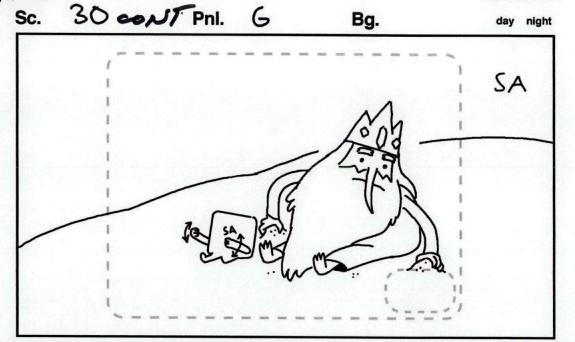


Timing:

CYCLE 0,0,0,0 ect. Production:



30 OONT PAIL F Bg. SA



Dialog:

BMO: BEEP BEEP

Action:

- IK PLOPS DOWN.

MAR 0 6 2015

Timing:

Production:

EPISODE#



1034-211

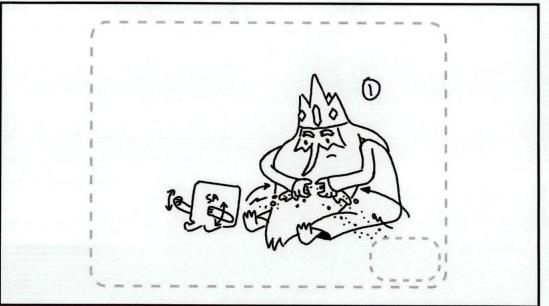
EPISODE#

Sc. 30 cont Pnl. H

Bg.

30 MI PHI. I

Bg.



Dialog:

BMO: BEEP

IK/ think we'll see any beautiful mermaids?

Action: _ | K "BUCKLES HIS SEAT BELT" - SAND FLIES EVERYWHERE.

Timing:



MAR 0 6 2015

Production:



1034-211

EPISODE#

1034/21

30 cont Pal. J Sc. Bg.

30 CONTPOL Bg. day night

Dialog:

BMO / GET SERIOUS, LIEUTENANT!
WERE IN DANGEROUS WATERS!

IK! AYE AYE, SIR!

Action:

Timing:

- IK SALUTES.

MAR 0 6 2015

Production:

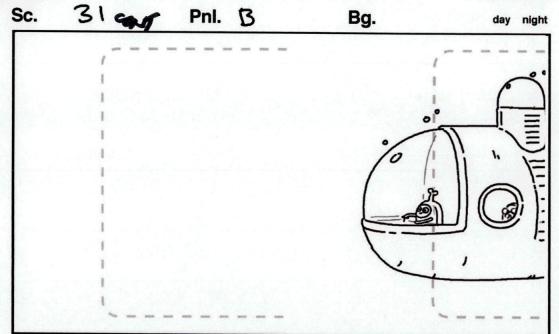
EPISODE#

ADVENTURE TIME



80 Page_

Sc. 3\ Pnl. A Bg. day night



Dialog:

- SUB DRIVES ON/S.

Action:

MAR 0 6 2015

Timing:

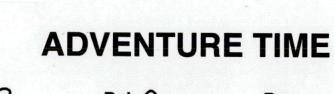
Production:

1034/21

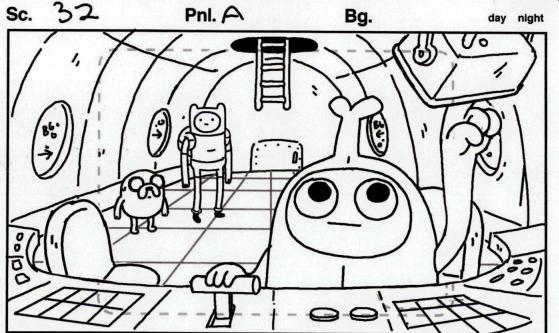
1034-211

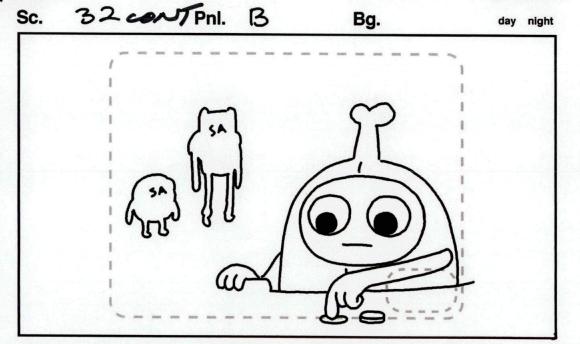
EPISODE#

Production:









Dialog:		
		BM/ Im locking in the coordinates
	- (SP) PP -	SFX: * SUBMARINE SQUNDS *
Action:		MAR 0 6 2015
Timing:	- /(

ADVENTURE TIME

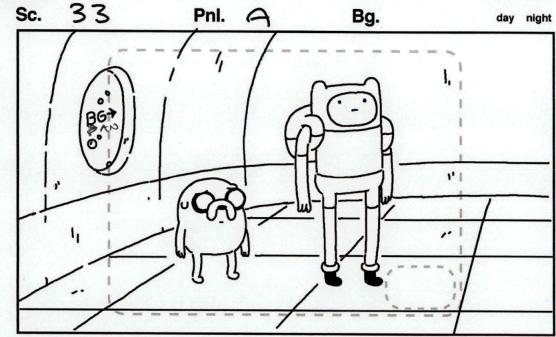


84 Page

Sc. 32 will Pnl. C Bg. day night

SA

SA



Bm/coordinates for the last known whereabouts of President Porpoise.

Action:

MAR 0 6 2015

Timing:

EPISODE#

ADVENTURE TIME



Page 85

Sc. 33 cont Pnl. B

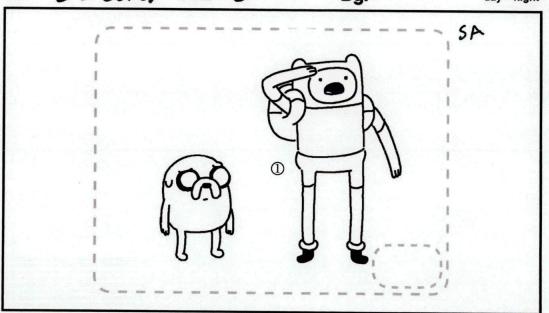
Bg.

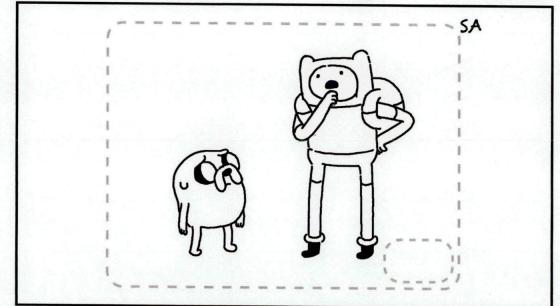
day night

Sc. 33 CONTPOL C

Bg.

day night



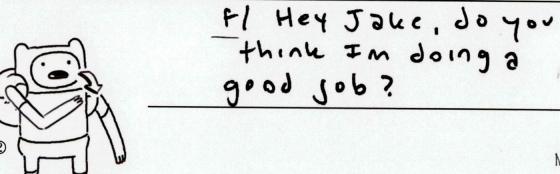


Dialog:

F/ Aye Aye sir!

Action:

Timing:



MAR 0 6 2015

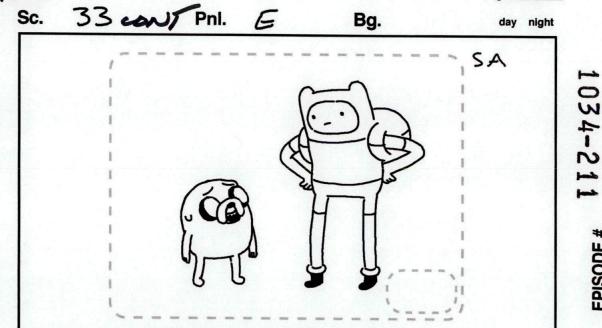
Production:

ADVENTURE TIME



Page 86

Sc. 33 CONT Pol. D Bg. SA



Dialog:

F/ like, 25 a first mate or whatever.

doing great considering weie all gonna die.

Action:

MAR 0 6 2015

Timing:

Production:

ADVENTURE TIME



Sc. 33 con Pnl. F Bg. Pnl. A Bg.

Dialog:

F/ Wait what?

Action:

Timing:

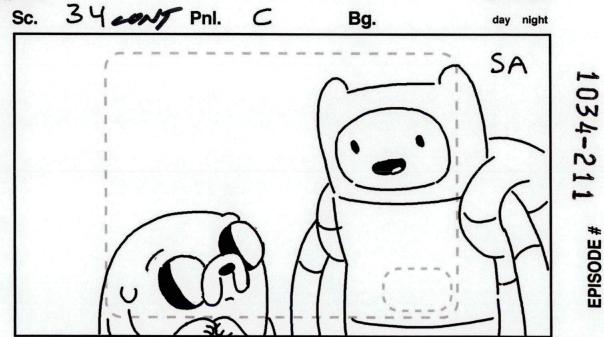
1034/

MAR 0 6 2015

ADVENTURE TIME



Sc. 34 cont Pnl. B Bg. SA



Dialog: weie all gonna die

F/ Youre supposed to be Keepin' our spirits up, remember?

Action:

Timing:

1034/211

MAR 0 6 2015

EPISODE#

Production:

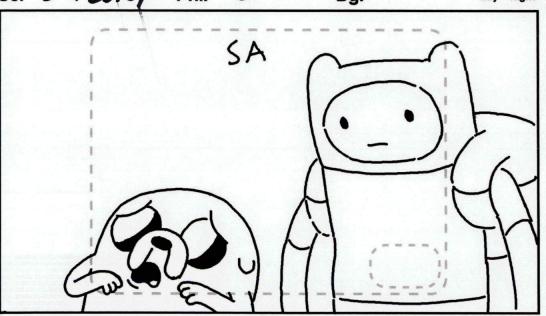
ADVENTURE TIME



Sc. 34 cont Pnl. D Bg.

Sc. 34 cont Pnl. E

Bg.



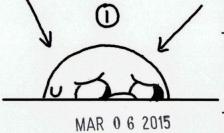
SA 3

Dialog: J/ Yeah, but ... its so cramped in here ...

J/ Ooo.. BRB!

Action:

- JAKE SHRINKS



Timing:



SA

Bg.

1034-211

EPISODE#

Pnl. A Bg. 1' | 1.1

F/JAKE?

Action:

Dialog:

-JAKE SHRINKS
DOWN TO THE SIZE
OF A PEA



MAR 0 6 2015

Timing:

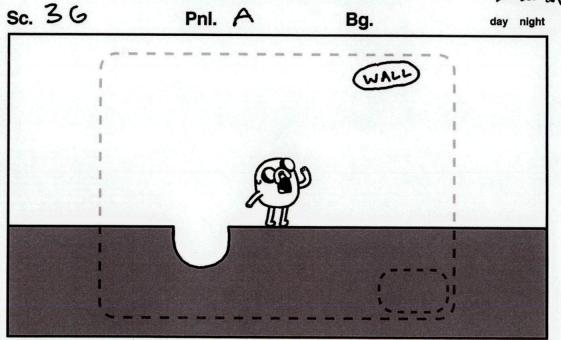
Production:

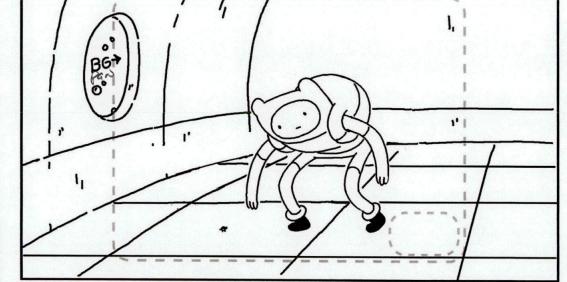
1034/21

ADVENTURE TIME



37 Pnl. A Bg. day night





Dialog:

JAKE/ Yeah man, I'm fine I - J/... Just had to shrink down a little to get some more coom!

Action:

- JAKE'S VAICE GOTS TINY ON THIS SHOT.

MAR 0 6 2015

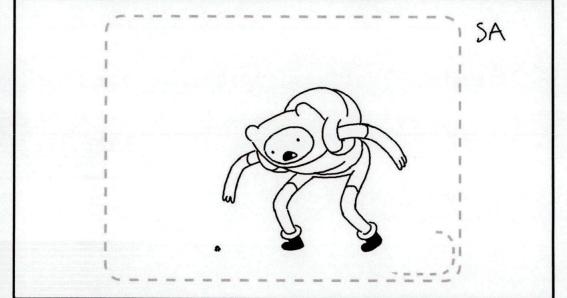
Timing:

ADVENTURE TIME

Bg.



38 Pnl. A Bg.



Dialog:					
	F	/ w	h	46	1

Sc. 37 cont Pnl. B

J/ I said I'm fine! Look at all ...

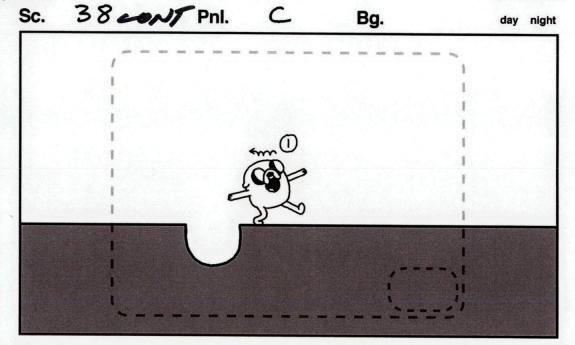
Action:

Timing:





Sc. 38 CONT Pol. B Bg.



Dialog:

J/ this room I nove! J/ HACHACHACHA...

Action:

- JAKE BACKS UP TO SHOW ALL THE ROOM.

MAR 0 6 2015



Timing:

CYCLE: 0,0,0,0ect.



Sc. 38 CONT Pnl. D

Bg.

38 cont Pril. E

Bg.

Dialog:

J/ Whoaaaa!!

J/ Annhhh!

SFX: * PLOP *

MAR 0 6 2015

Action:

- J. LOSES HIS BALANCE, WINDMILLS ARMS.

- J. GETS LODGED IN CREVICE.

Production:

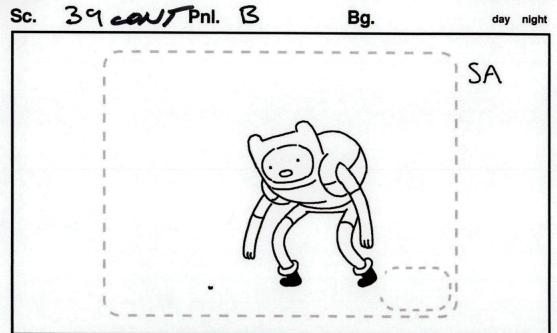
EPISODE#

Timing:

ADVENTURE TIME



Sc. 39 Pnl. A Bg. 11



Dialog:

JAKE/(Helium Voice) Ahhhhhhhh!

FINN/ JAKE?

Action:

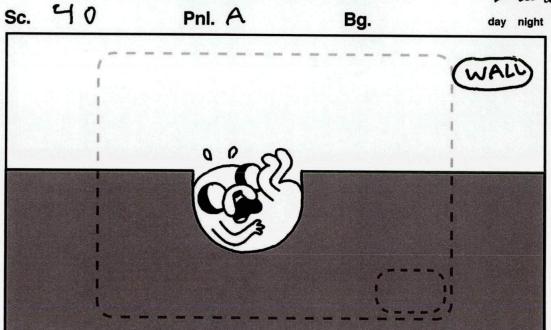
MAR 0 6 2015

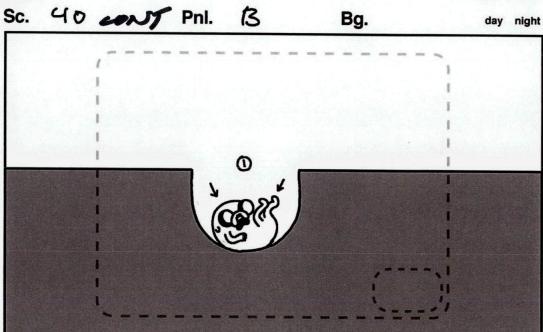
Timing:





day night





MAR 0 6 2015

Dialog: J/Ahhhhhh!

Action:

- J. SHRINKS EVEN SMALLER.

2

Timing:

Production:

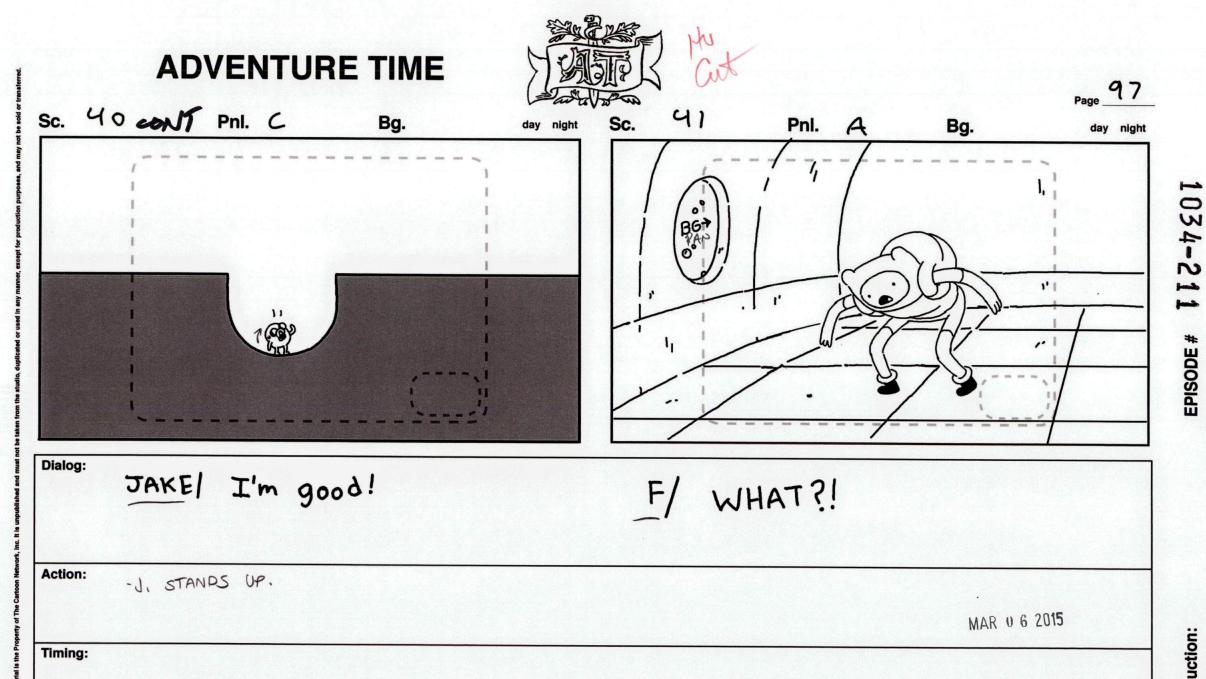
1034-211

EPISODE#

1034/21.1

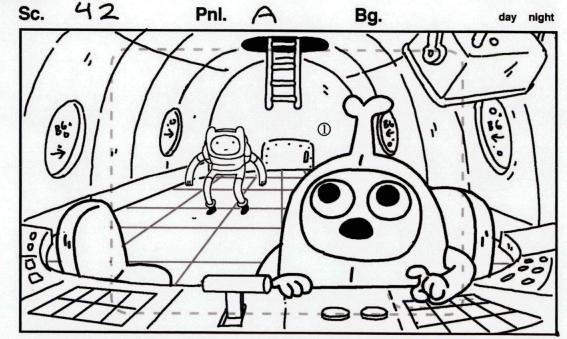
1034/27

EPISODE#





41 OUNT PAIL B Bg. SA



Dialog: BM ((os) Hey Finn?

BM | Can you come help me calibrate the wind shield wiper fluid value?

MAR 0 6 2015

Action:

- F. LOOKS UP.

Timing:

Production:

1034-211

EPISODE#

EPISODE#

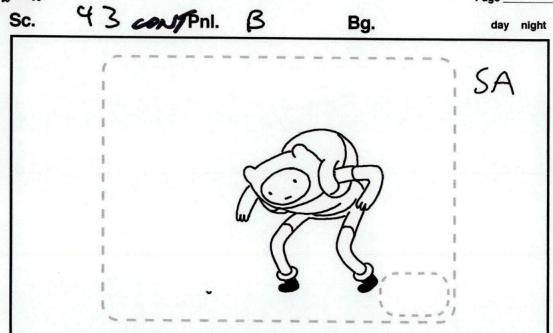
KOX

ADVENTURE TIME



Page _____

Sc. 43 Pnl. A Bg. day night



Dialog:

J/ (TINY VOICE) Whod whodad ...

Action:

MAK U 6 2015

Timing:





Page / OC)

Sc. 44 Pnl. A Bg. day night

Sc. 44 AND Pnl. B Bg. day night

Dialog:

1: WHOAAAAA

J: AHHH!

MAR 0 6 2015

Action:

- J. LOSES BALANCE AGAIN.

- J. GETS WEDGED IN SMALLER CREVICE.

- PLOP!



Timing:

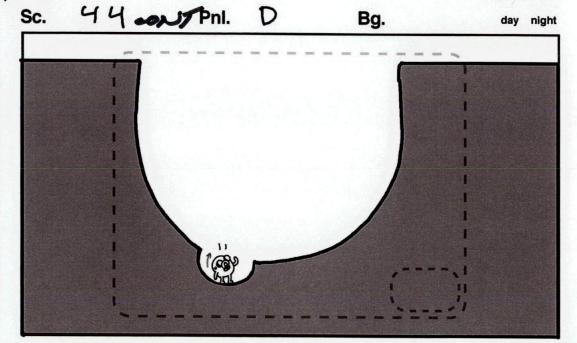
EPISODE#

ADVENTURE TIME



/O|

Sc. 44 conf Pnl. C Bg. day night



Dialog:

J/ (super Tiny voice): I'm good!

Action:

-J-SHRINKS EVEN SMALLER.

-J. STANDS AGAIN.

MAR 0 6 2015

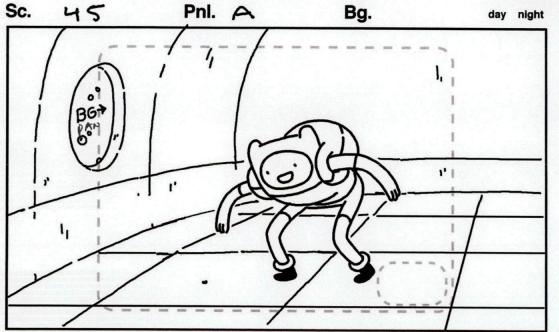
Timing:

this the

ADVENTURE TIME



Sc. 45 conf Pnl. B Bg. day night



Plalog: F/ Haha What?

Action:

-FINN PRESSES HIS FINGER INTO THE NOOK

MAR 0 6 2015

Timing:

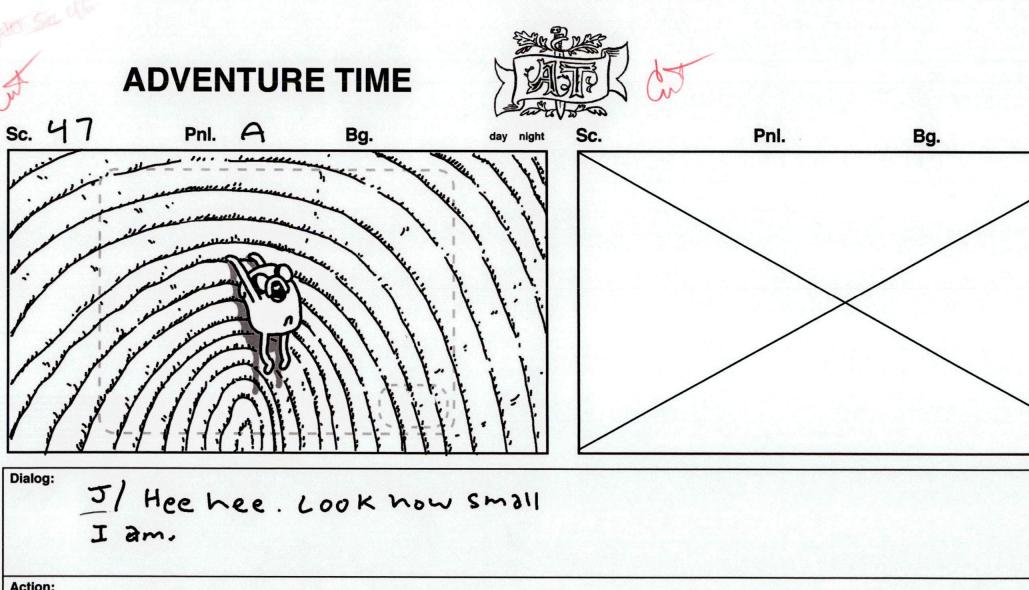
Page 103

EPISODE #

1034/21

Production:

MAR 0 6 2015



Action:
- J. HANGS OFF OF RIDGE ON FINGER PRINT.

Timing:

Production:

MAR 0 6 2015

Page 105 48 cont Pnl. B Bg. day night SA 3 - J. GROWS BIGGER. MAR 0 6 2015

Dialog:

Sc. 48

1: [TINY LAUGHTER]

ADVENTURE TIME

Bg.

Pnl. A

Action:

Timing:

Production:

Production:



Page 106

Sc. 48 conf Pnl. C Bg. day night

Sc. 48 and Pnl. D Bg. day night

Dialog:

F/When did you get so Claustrophobic?

Action:

MAR 0 6 2015

Timing:

EPISODE#

ADVENTURE TIME



Page 107 Sc. 48 CONT Pol. E Bg. Pnl. Bg. SA

Dialog: J/ It's a middle-aged thing I think.

Action:

Timing:

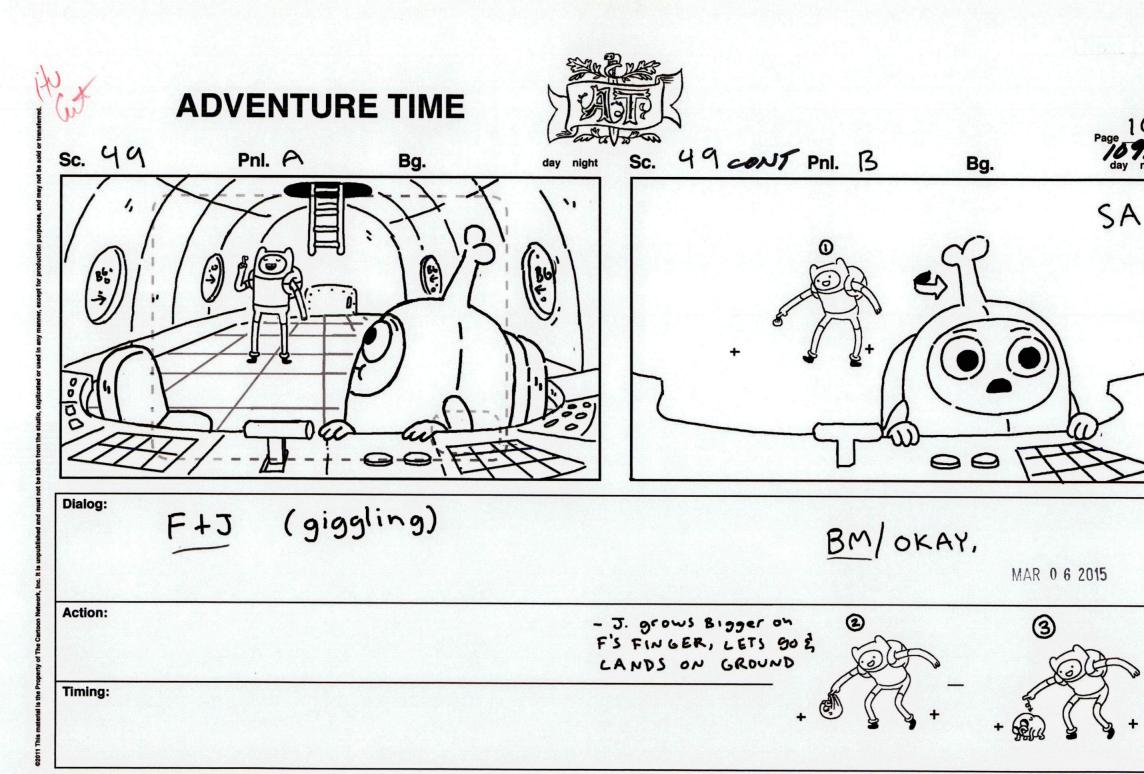
MAR 0 6 2015

EPISODE#

1034/21

ADVENTURE TIME 48 cont Pnl. F Sc. Pnl. Bg. Bg. day night SA Dialog: F+J/ (gisgling) Action: MAR 0 6 2015 Timing:

_	
0	
ω	
4	
+	
2	
_	
-	



Production:

1034-211

EPISODE#

1034/21

49 cont Pnl. Bg.

ADVENTURE TIME

Sc. 49 LONS Pnl. C Bg.

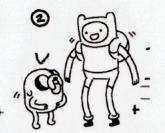
Dialog:

I guess I can Calibrate it

Action:

- J. grows Bigger on F'S FINGER, LETS 90 & LANDS ON GROUND

Timing:



MAR 0 6 2015

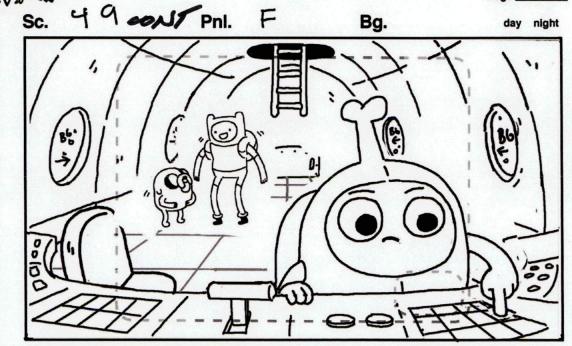
Production:

1034-211

ADVENTURE TIME



Sc. 49 cont Pnl. E Bg.



Dialog:

BY MYSELF,

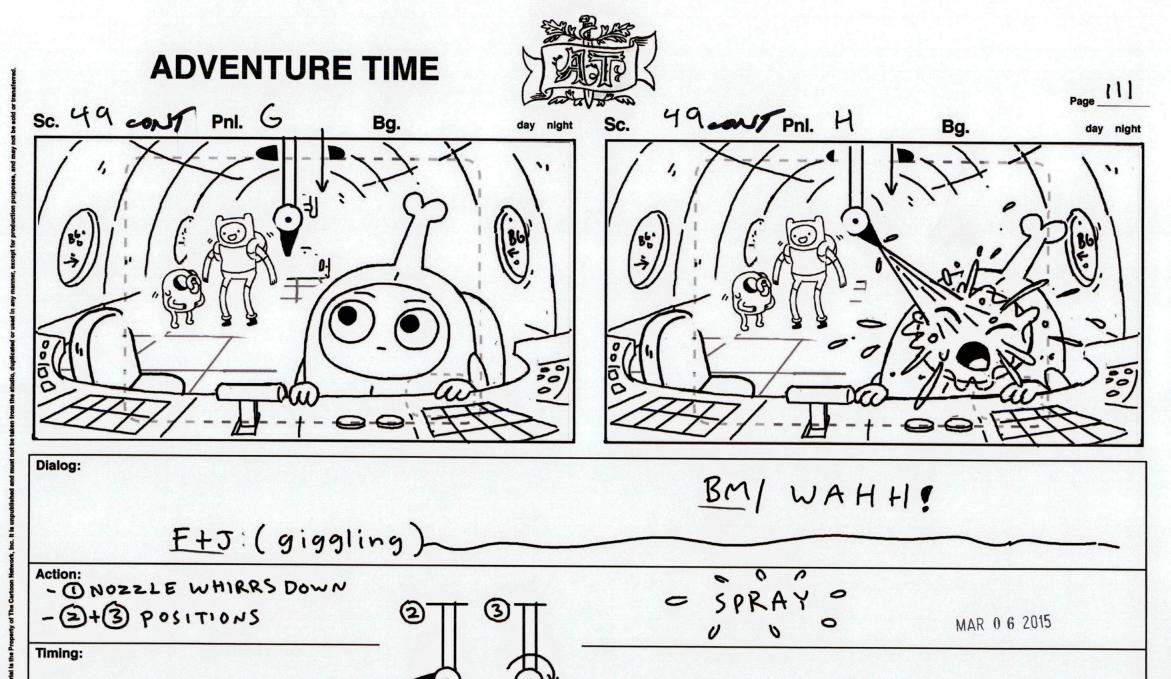
F+J (Giggling) ·SFX/CLICK

Action:

- JAKE FINISHES GROWING WHILE HE & FINN GIGGLE. MAR 0 6 2015 BM PUSHES BUTTON

Timing:

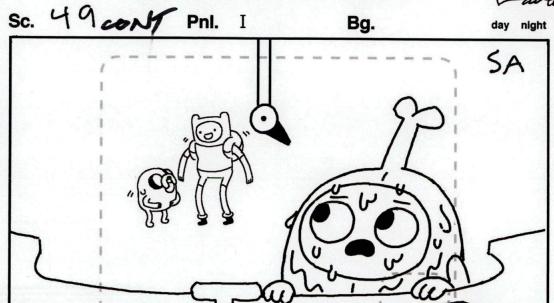
1034-211

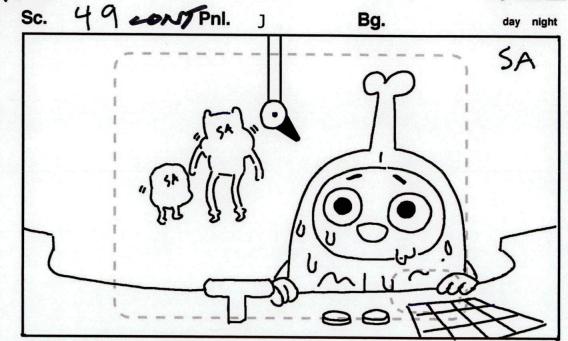


EPISODE#

ADVENTURE TIME







Dialog: BM/ ... UH ... BM/...haha ... Me too, huh guys? ... you see that? F+5/ (G16GLING)-

Action:

Timing:

MAR 0 6 2015

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EPISODE#

1034/21

ADVENTURE TIME



sc. 50 Pnl. A Bg.

Pnl. A Bg. day night SUSHI WORLD

Dialog:

FISH Politicians[arguing WALLA]

SFX: * BANG! BANG! *

Action:

-JUDGE TURTLE BANGS GAVEL



Timing:

CYCLE: 0,0,0,0

MAR 0 6 2015

EPISODE#

ADVENTURE TIME

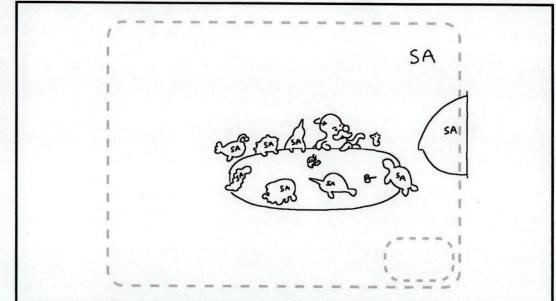


Sc. SI CONT PNI. B

Sc. 5 | cart Pol. C

Bg.

Bg. SA



F.P. [WALLA DIES DOWN]

SECRETARY OCTOPUS: WIll my COLLEAGUE From the great kelp forest YIELD?

Action:

- Judge turtle puts down gavel



MAR 0 6 2015

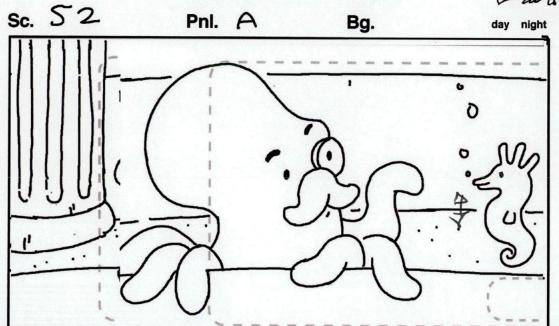
Timing:

EPISODE#



ADVENTURE TIME





S2 cont Pnl. B Bg. day night

Dialog:

5.0.1 Thank you. The president is missing, yes we all agree.

Action:

BLOWS - Sea horse bubbles.

Timing:

MAR 0 6 2015

Timing:

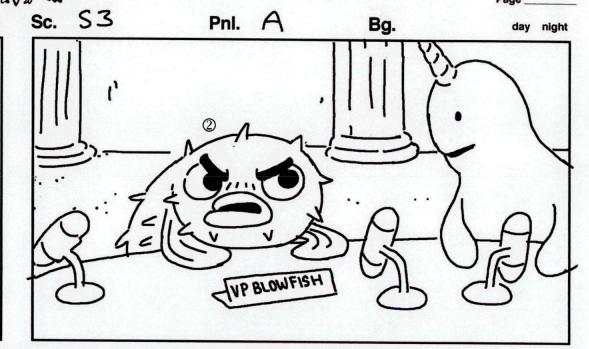
1034-21

EPISODE#

ADVENTURE TIME



Sc. 52 and Pnl. C Bg. SA



Dialog: Sof .. and while he is missing, Vice President Blowfish is acting president Action:

MAR 0 6 2015

S.O./ again, Yes agree ... MURMUR, FISH POLITICIANS: MURMUR ... 1

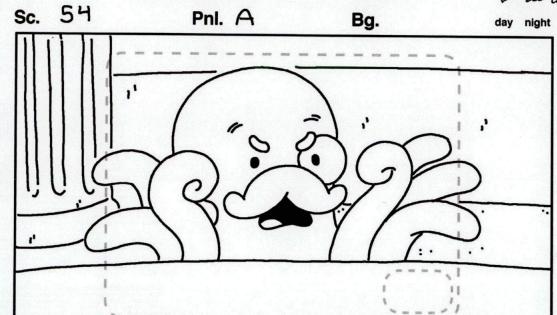
1-2-3-2

EPISODE#

ADVENTURE TIME



Page 117



Sc. 54 cont Pnl. B Bg. day night SA

Dialog:

So: But to swear in a president NEW so: while the current one is

missing?

SFX: * SLAM X

Action:

MAR 0 6 2015

Timing:

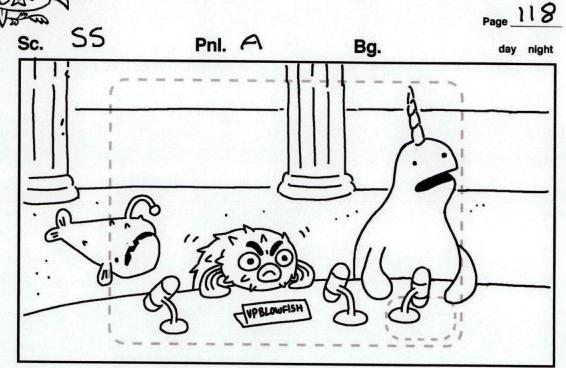
Production:

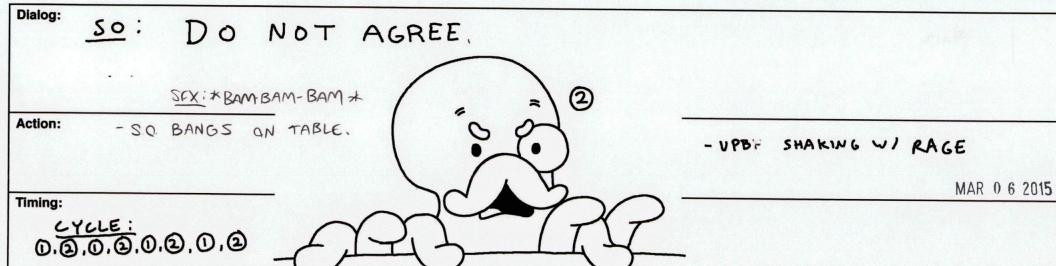
EPISODE#

ADVENTURE TIME



Sc. 54 CONT Pol. C Bg. SA





EPISODE#

ADVENTURE TIME



Page 119

Sc. 55 cont Pnl. B

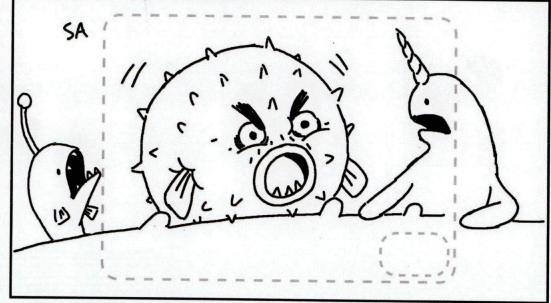
Bg.

day night

Sc. 55 CONT Pol. C

Bg.

day night



SA

Dialog:

VPB: THIS IS AN OUT RAGE SECRETARY OCTOPUS!

UPB: UNDERSEA LAW DICTATES THAT WHEN THAT CLOCK STRIKES 5,

STX: * INFLATE *

Action:

- VPB INFLATES SUPPENLY.

MAR 0 6 2015

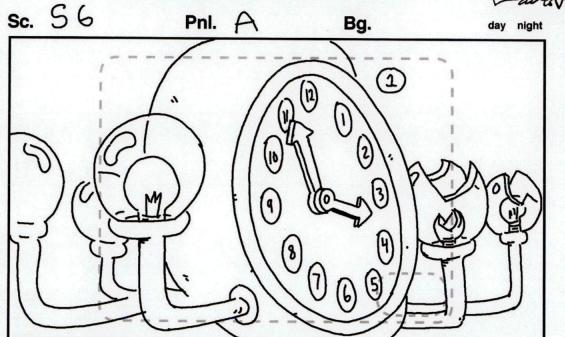
Timing:

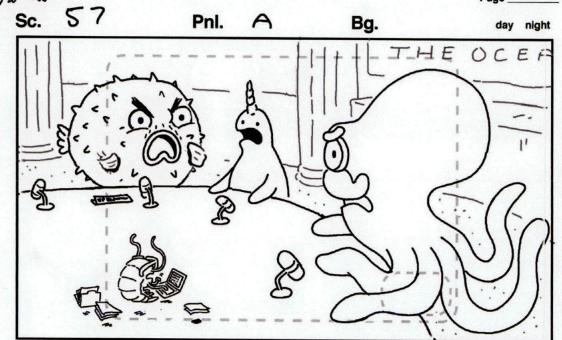
1034-211 **EPISODE**#





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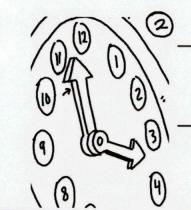




Dialog: UPB; (OS) I BECOME SFX; *TICK . TICK * Action:

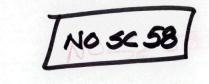
Timing:

VPB / PRESIDENT!



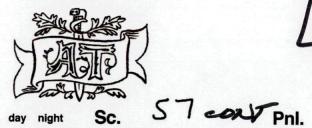
MAR 0 6 2015

Production:



ADVENTURE TIME





No PSS Jaa day night

ST CONT PNI. B Sc. Bg. SA

I-HE MCEF

Dialog: SO: You're not allowed to PUFF out in the court of food!

FP:[WALLA/MURMUR]

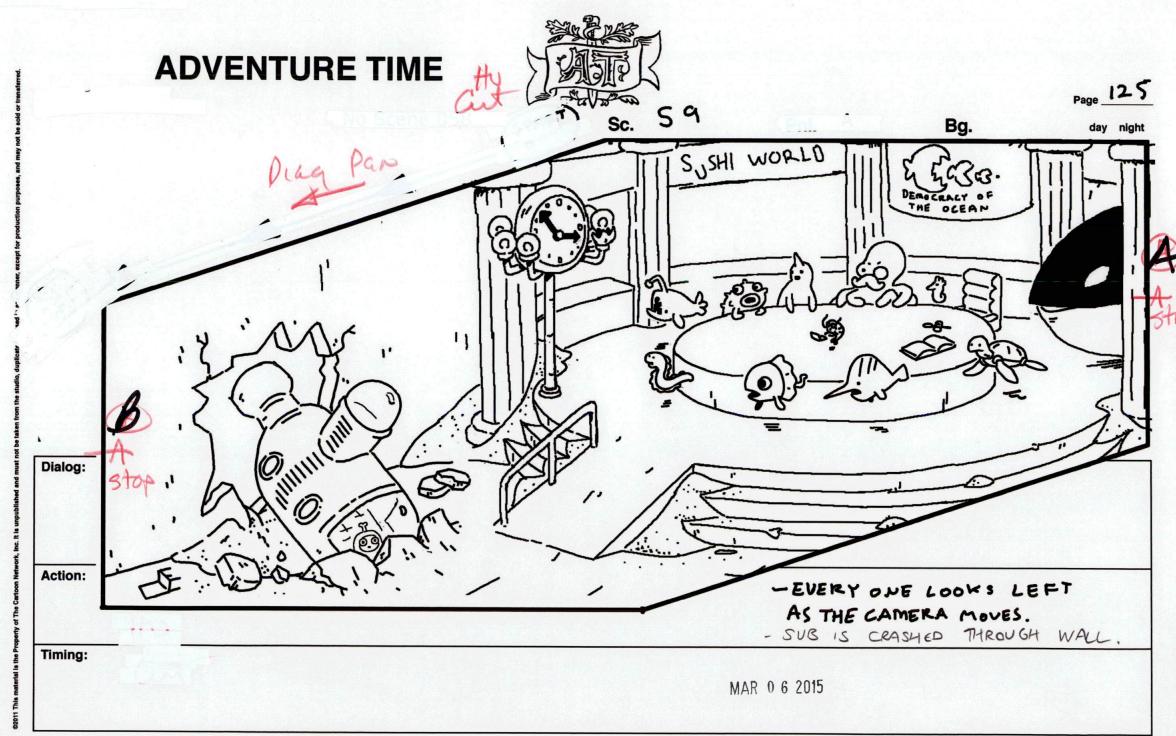


Action:

- VPB LOOKS AROUND DEFIANTLY

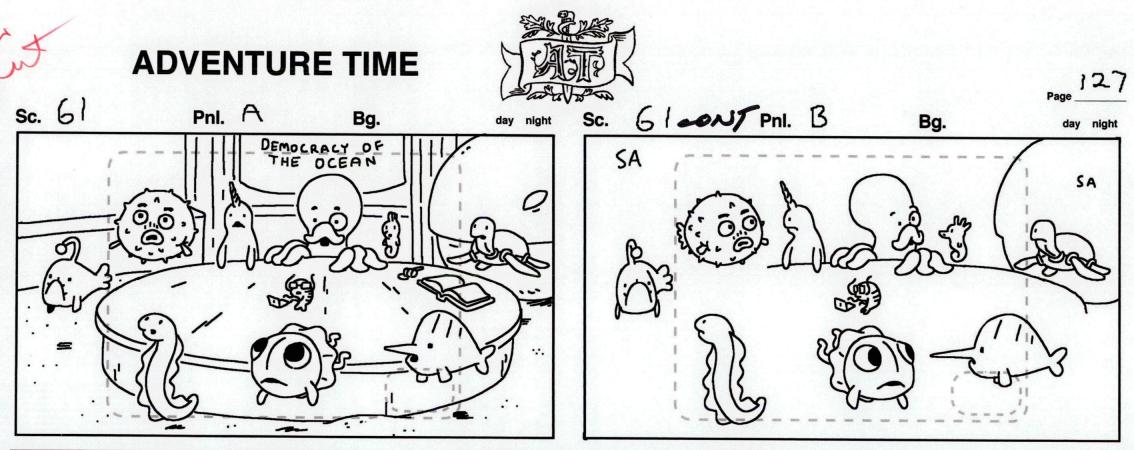
MAR 0 6 2015

Timing:



Timing:

EPISODE#



Dialog:	

(BEAT)

Action:

- CONFUSED LOOKS AMONG FISH POLITICIANS,

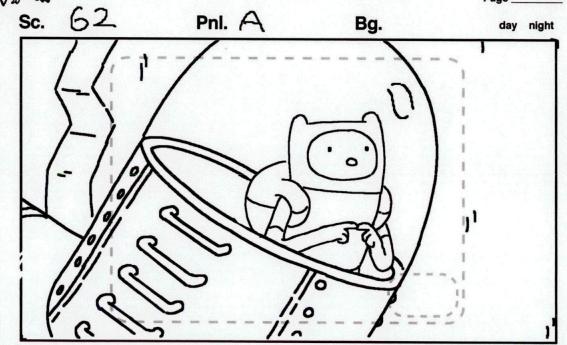
MAR 0 6 2015

Timing:

ADVENTURE TIME



Sc. 6 CONT Pol. C Bg.



Dialog: 50: Who and what are you?

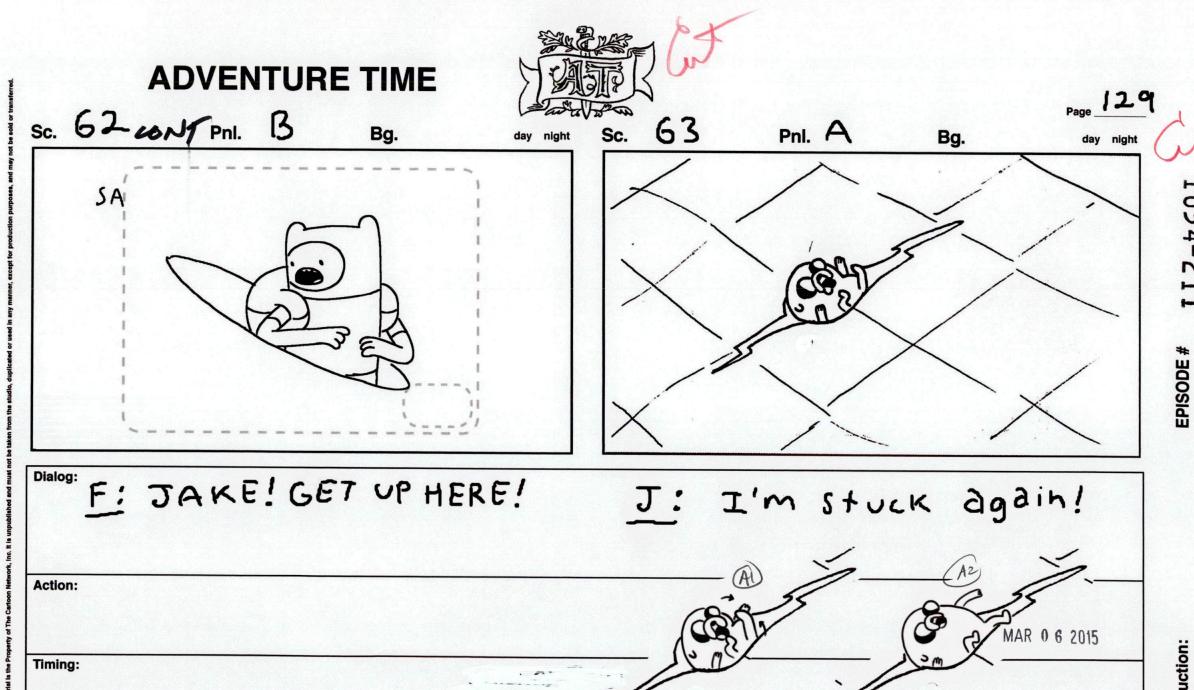
Uh ...

Action:

Timing:

1034/211

MAR 0 6 2015



ADVENTURE TIME



sc. 64 Pnl. (Bg.

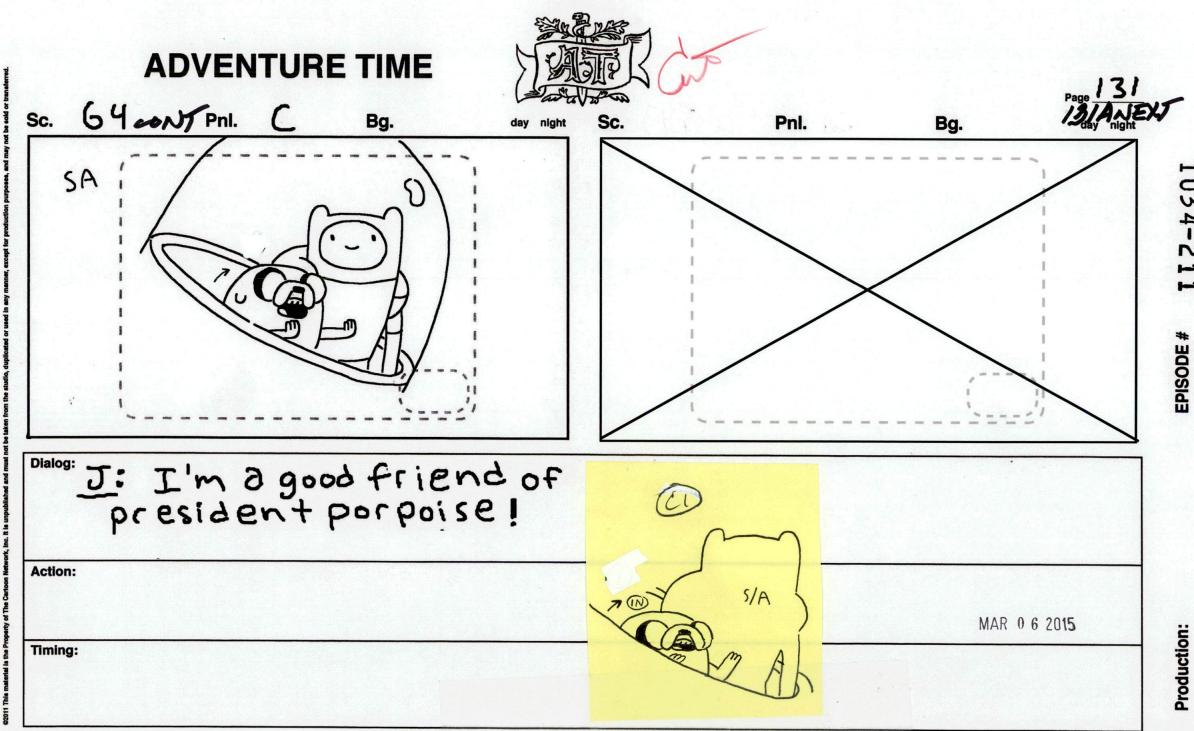
64 control B Bg. day night SA

Dialog: F: My brother video chats Sometimes with the president...

Action:

MAR 0 6 2015

Timing:

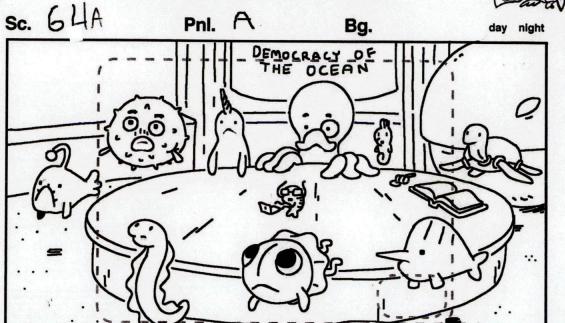


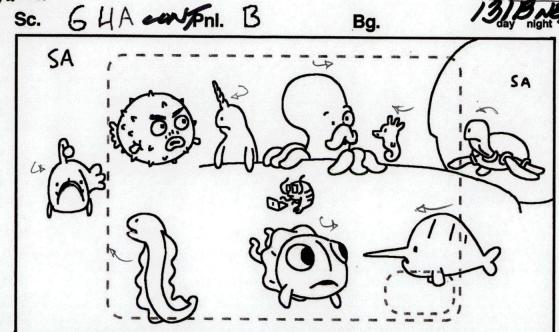
1034/211

EPISODE#

ADVENTURE TIME







BEAT)

FP: [MURMUR, MURMUR]

Action:

- FISH POLITICIANS CONFER
WITH EACH OTHER, MAR 0 6 2015

ADVENTURE TIME 65 Pnl. A Sc. Pnl. Bg. Bg. WALL Dialog: Action: MAR U 6 2015 Timing:

11034/211

1034-21

EPISODE#

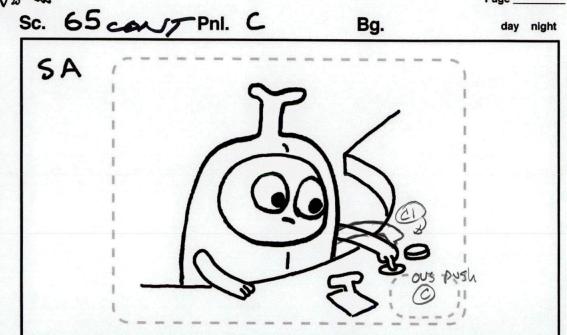
Production:

ADVENTURE TIME



Page 132

Sc. 65 cont Pnl. B Bg. day night

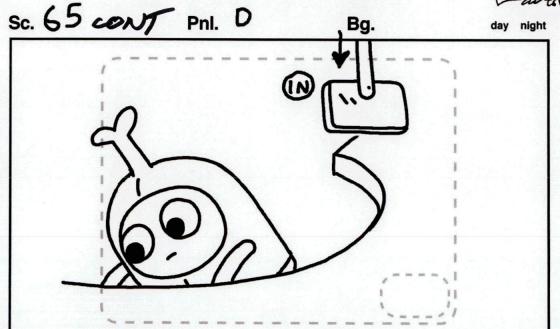


Bm [sigh]	sfx/clk
Action: Timing:	(Bm pushes) MAR 0 6 2015

ADVENTURE TIME



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Sc. 65 cont Pol. E Bg. day night

MAR 0 6 2015

Dialog:

SFX/Whirrir

Action:

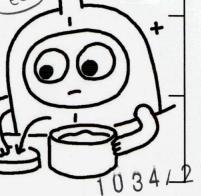
- Willor globs gomn

- BM leans down and grabs jar

of polish

Timing:





Production:

ADVENTURE TIME



Page 134

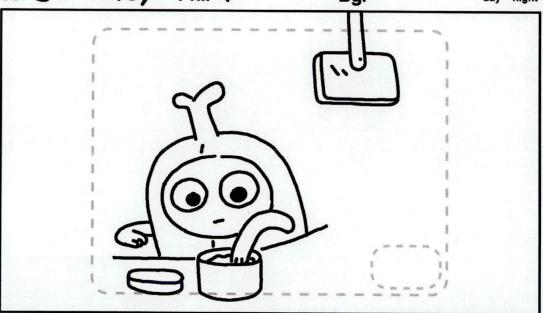
Sc. 65 CONT Pol. F

Bg.

Sc. 65 CONTPOL G

Bg.

day night





Dialog:

Action:

(Bm polishes top of his banana head) MAR 0 6 2015



Timing:

Action:

Timing:

sc. 66

Pnl. A

Bg.

MAR 0 6 2015

ADVENTURE TIME

- B. MAN GRABS REAR VIEW MIRROR.

Bg.

Sc. 65 CONT Pril. H

EPISODE#

Production:

135

EPISODE#

1034/21

ADVENTURE TIME

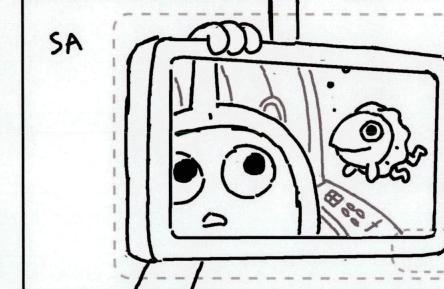
Bg.

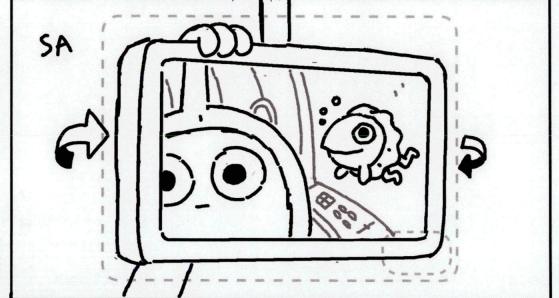


Page 136

Bg.

Sc. 66 cont Pnl. C





Dialog:

SEX: * SQUEAK X

Sc. 66 CONT PNI. B

Action:

-BM ADJUSTS MIRROR

BM NOTICES HALF-FISH SYBIL

IS WATCHING HIM.

MAR 0 6 2015

Timing:

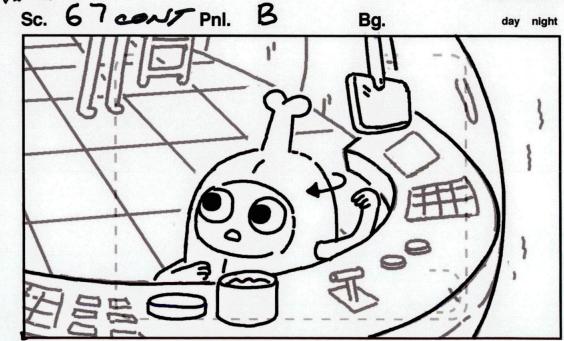
EPISODE#

ADVENTURE TIME



Page 137

Sc. 67 Pnl. A Bg. day night



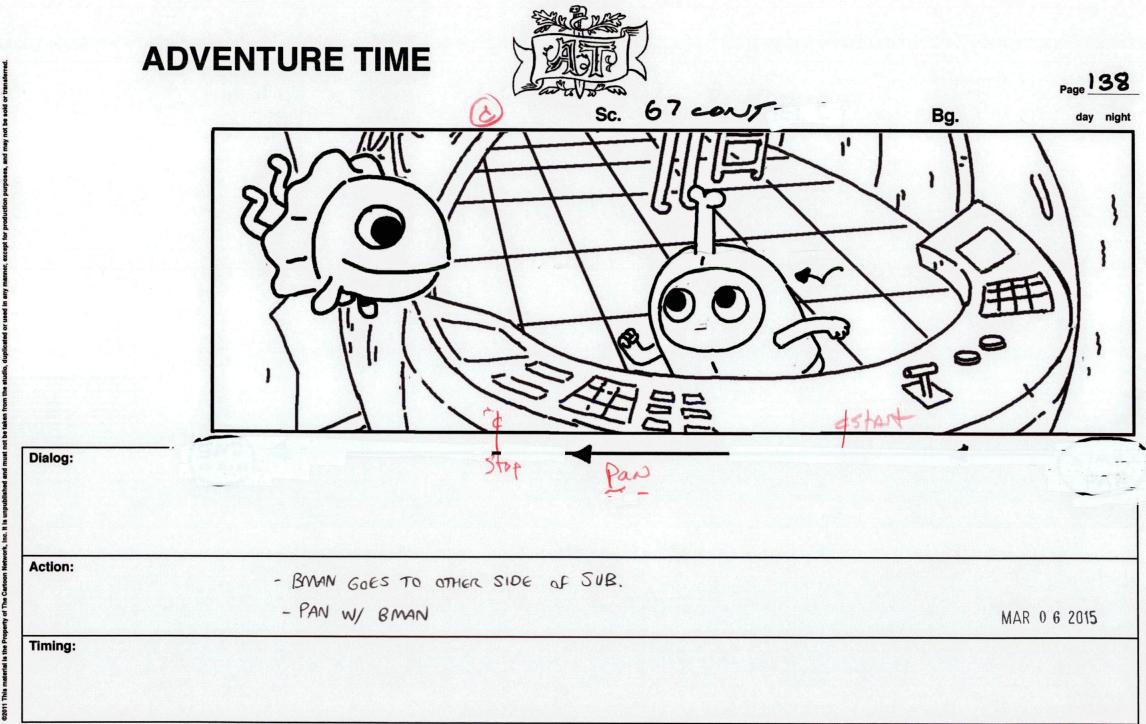
Dialog:

Action:

- BMAN TURNS

MAR 0 6 2015

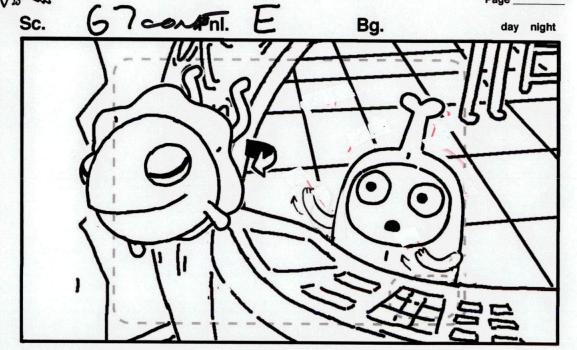
Timing:



ADVENTURE TIME



Sc. 67 CONT Pol. D Bg.



Dialog:

BM: .,, Hi. BM: on!

Action:

- SYBIL TURNS AWAY.

Timing:

MAR 0 6 2015

1034/21

1034-211

EPISODE#



ADVENTURE TIME Sc. 67 cont Pnl. F Sc. 6 7 cont Pril. G Bg. Bg.

Dialog: BM: (SIGH)

Action:

- SHE SWIMS AWAY PLAYFUILY.

Timing:

MAR 0 6 2015

EPISODE#

ADVENTURE TIME



Page 141

Sc. 68 Pnl. A Bg. day night

Sc. 68 CANTENI. B Bg. day night

Dialog: . BMO; (Sub Sounds)

• IK: Boy, when I first signed up for this adventure, I just wanted to see pretty mermaids IK: But now, I realize it's all about the comraderie of my

Action:

MAR 0 6 2015

Timing:

EPISODE#

ADVENTURE TIME



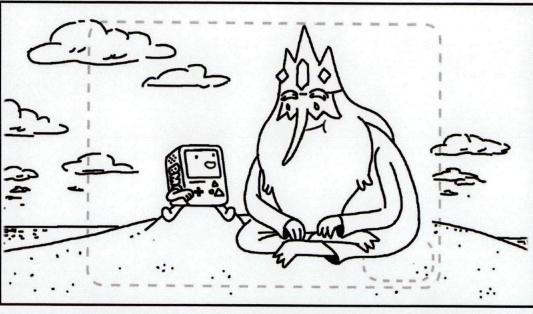
Page 142

Sc. 68 cont Pnl. C Bg. day night

Sc. 68 cart Pnl. D

Bg.

day night



Dialog:

K: Fellow sailors.

BMO: I do Know.

Action:

MAR 0 6 2015

Timing:

Production:

1034-211 1034/21

EPISODE#

Page 143

day night

SA

Production:

EPISODE#

ADVENTURE TIME



Sc. 68 CONT Pol. F Bg. SA SA

Sc. 68 cont Pnl. 6

Bg.

day night



Dialog:

BMO: hmm ...

BMO: Well, I don't like the look of this.

Action:

Timing:

MAR 0 6 2015

EPISODE#

ADVENTURE TIME



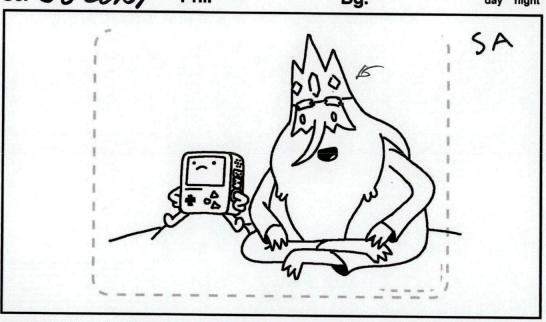
Sc. 68 CONT Pol. H

Bg.

Sc. 68 cont Pol. I

Bg.

day night



SA

Dialog:

IK: every thing ok sir?

BMO: NO.

Action:

MAR 0 6 2015

Timing:



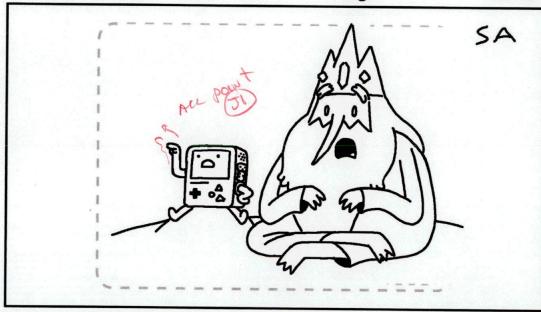
Sc. 68 CONT Pnl. J

Bg.

Sc. 68 cont Pnl. K

Bg.

day night





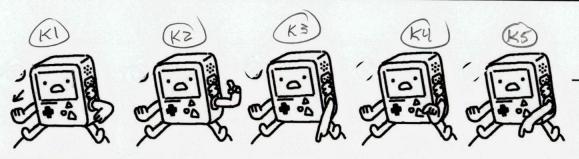
- BMO: We're running out - IK: (GASP)

BMO: We need to surface Immediately.

MAR 0 6 2015

Action:

Timing:



EPISODE#

ADVENTURE TIME



Sc. 68 CONT Pnl. L

Bg.

Sc. 68 cont Pril. M





Dialog:

IK: But, if we show ourselves now,

IK: the enemy will be right on top of us!

Action:

Timing:

MAR 0 6 2015

ADVENTURE TIME



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Sc. 68 CONT Pnl. N Bg. day night

Sc. 68 cont Pnl. O Bg. day night

Dialog:

BMO: SHHHH



Action:

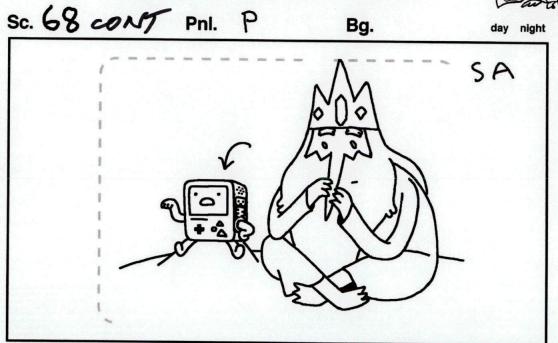
. BMO PUTS HIS HAND ON IK'S NOSE.

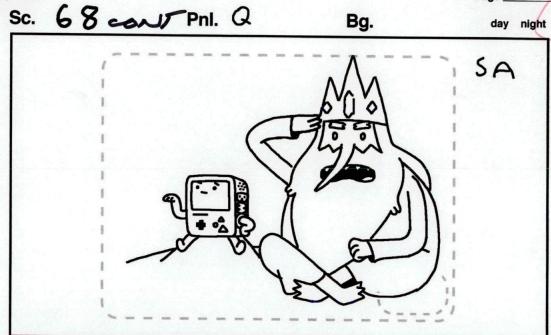
- Bmo Strokes I.K.'s nose, calming him down

MAR 0 6 2015

Timing:







Dialog: BMO: Be brave , Lieutenant!

IK: Aye Aye Sir!

Action:

- IK TOUCHES HIS NOSE

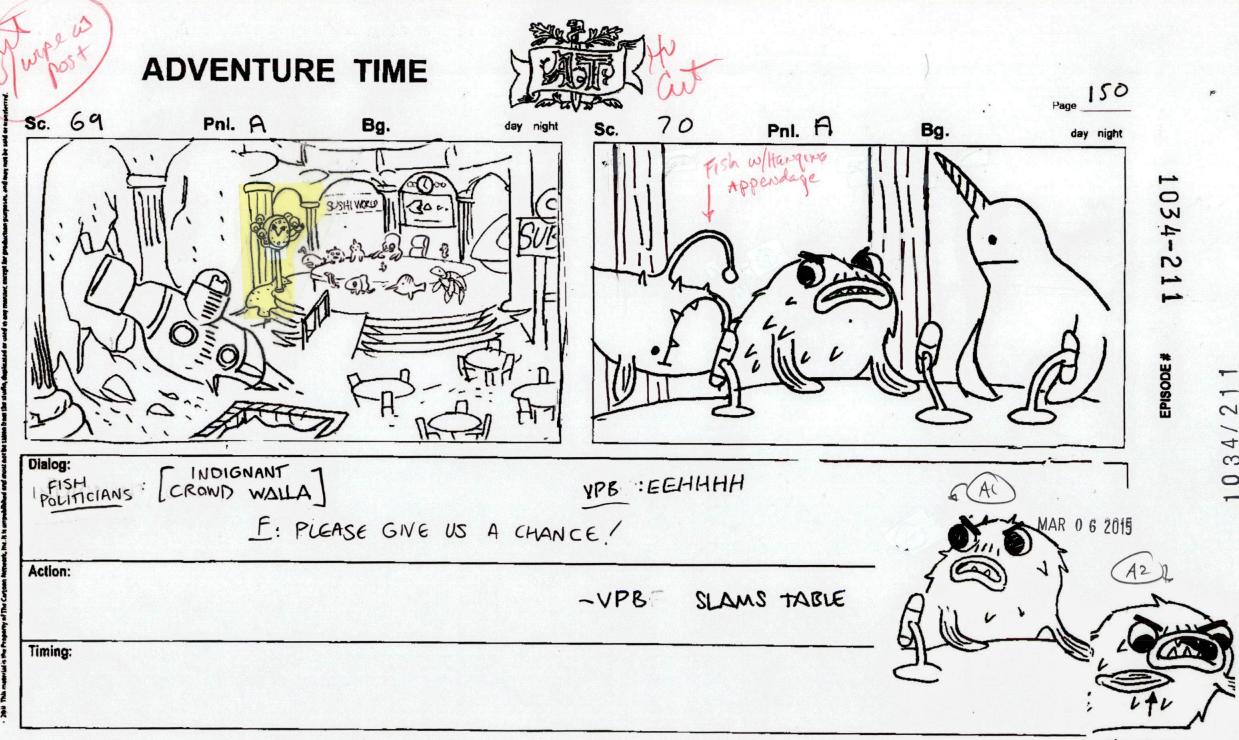
- IK salutes

MAR 0 6 2015.

Timing:

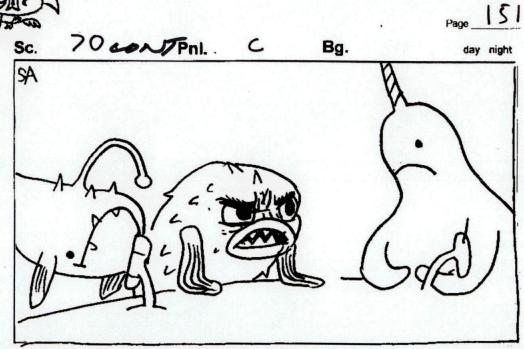
Production:

EPISODE#



Sc. 70 cont Pnl. B Bg.





Dialog:

VAB: EEHHH JUST MAKE ME PRESIDENT!

SFX: * WHAMA

Action:

POUNDS TABLE

Timing:

Production :

MAR 0 6 2015

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EPISODE #



Sc. 70 cont Pnl. D Bg. day night Sc. 70 cont Pnl. E Bg. day night SA

Dialog:

VPB :

DON'T TRUST THESE FILTHY SURFACE BOYS. .

Action:

VPBF GLOWERS

Timing:

MAR 0 6 2015

Production :

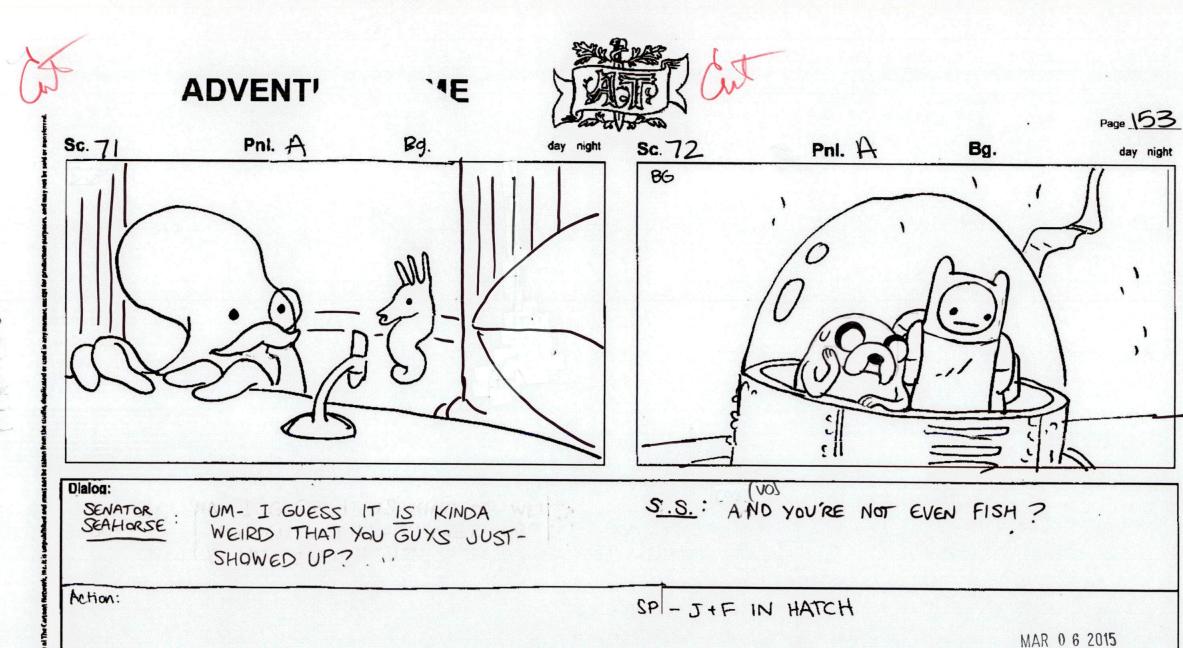
1034-211

1034/211

Timing:

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EPISODE #



1034/211

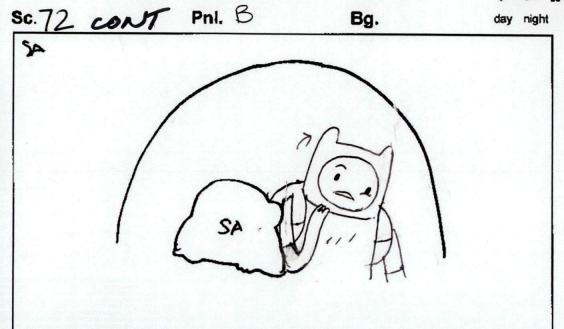
Production:

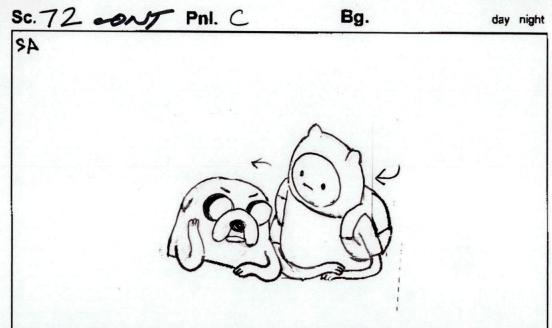
day night

EPISODE#

ADVENTURE TIME







Dialog: F: HEY THOUGH! WE'RE MAMMALS, JUST LIKE PRESIDENT PORPOISE!

J: YEAH, MAN! NERPS AND FUR.

MAR 0 6 2015

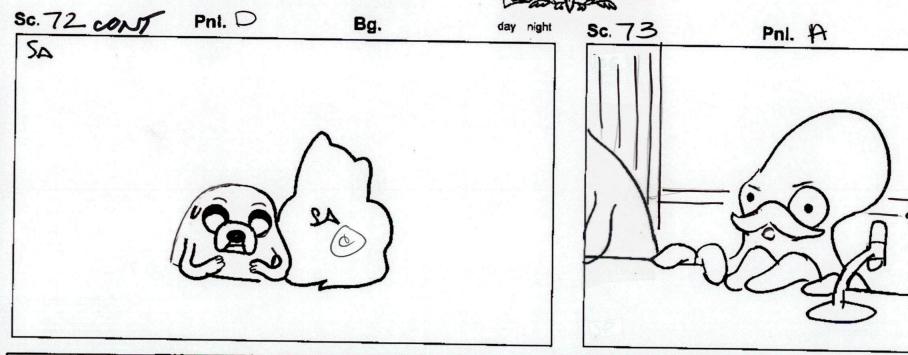
Timing:

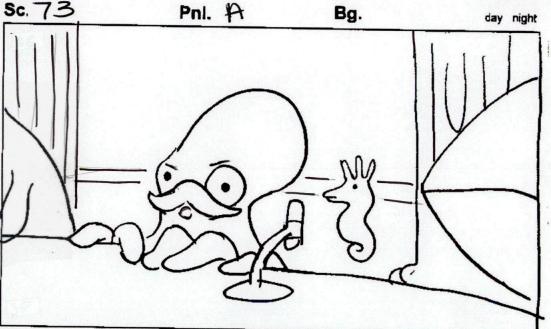
Action:

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Page 15H









Production:

1034/211

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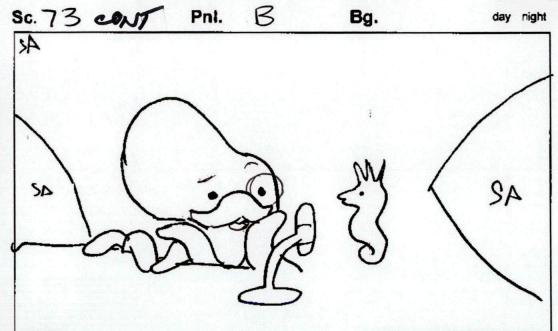
1034/21

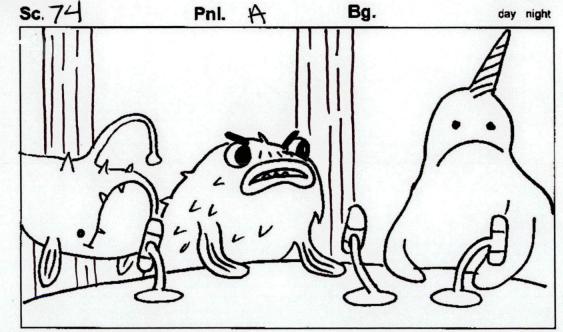
1034-211

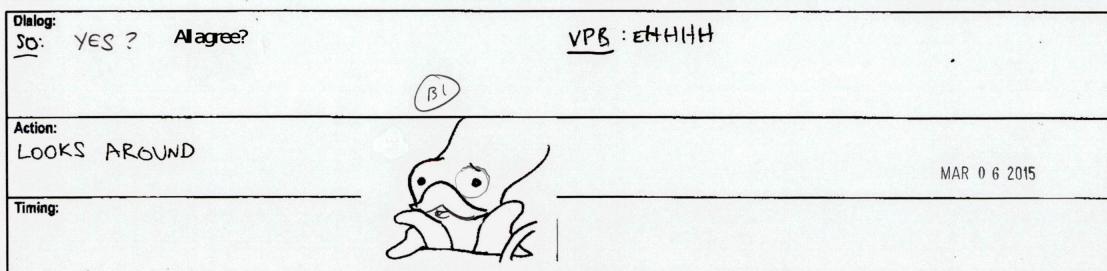
ADVENTURE TIME



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Production :

Sc. 74 CONT Pnl. B

ADVENTURE TIME

Bg.

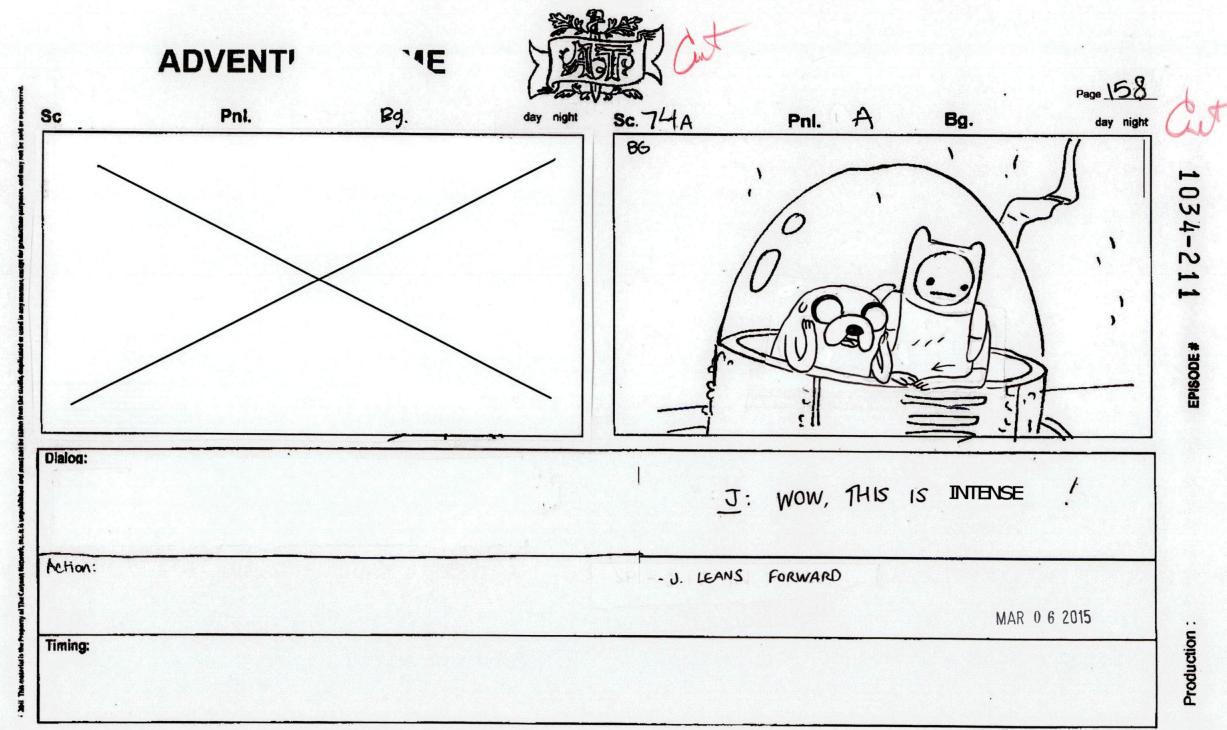
Pni.

Sc.

EPISODE #

Bg.

ADVENTURE TIME	1674	
Sc. 74 conf Pni. C Bg. day night Sc. Pni.	Bg. Page 157 A	× 1034-211
Dialog: VP8: I DEMAND THIS BE PUT TO A VOTE! Action:		EPISODE #
Timing:	MAR 0 6 2015	

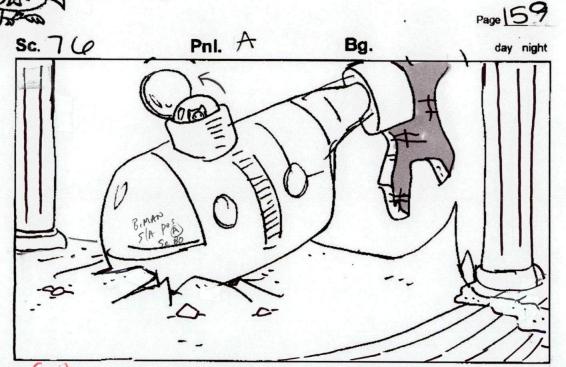


1034/211





Sc. 75 Pnl. A Bg. SA



Dialog:

Timing:

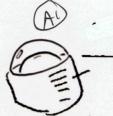
OKAY, EVERYONE WHO THINKS THESE GUYS SHOULD JUST GO AWAY ...

- TELLER SHRIMP STARTS RECORDING VOTTES.



- SUBMARINE HATCH OPENS

PAISE YOUR FINS!



MAR 0 6 2015

Production:

ADVENTURE TIME



Sc. 76 cont Pnl. B

Bg. day night

SA

Page 160

Page 16

Dialog:

TS. (0/s): OR CLAWS OR WHATEVER!

Action:

-FINN CLIMBS OUT OF HATCH IN SUIT.

Timing:

Production:

MAR 0 6 2015



Page \ LO]

		w ava av			rage 100
Sc. 76 cont Pnl. D	Bg.	day night Sc. 70	cont Pril. E	Bg.	day night
IN 1 SON		SA.	P		
9 D. D. O.					
			3-3		

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4
C.
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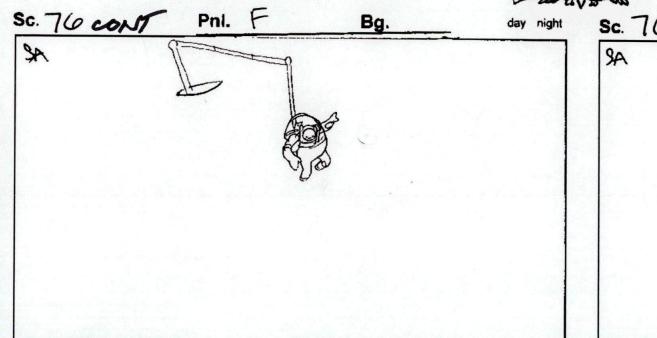
Dialog: T.S.: (com): SO THAT'S TWO, FOUR.	FIVE	SEX: LONG PNEUMATIC WHINE AS DESCENDS *	ROBOT ARM
Action:	ı	FINN JUMPS FROM HATCH	MAD 0.6.2045
Timing:			MAR 0 6 2015

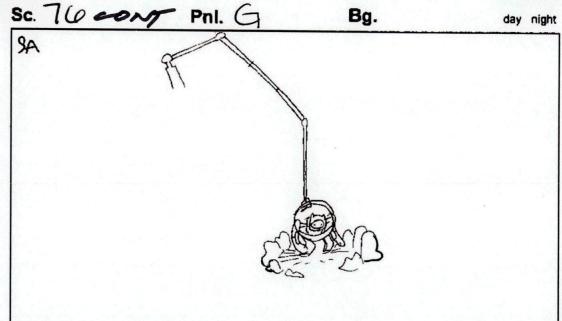
EPISODE#

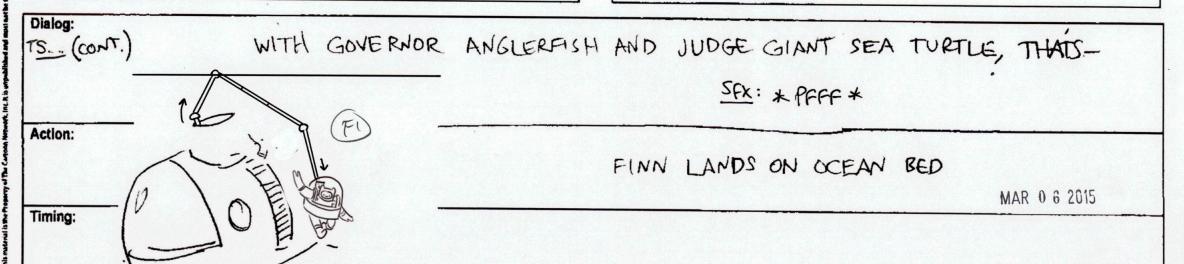
ADVENTURE TIME



Page 102

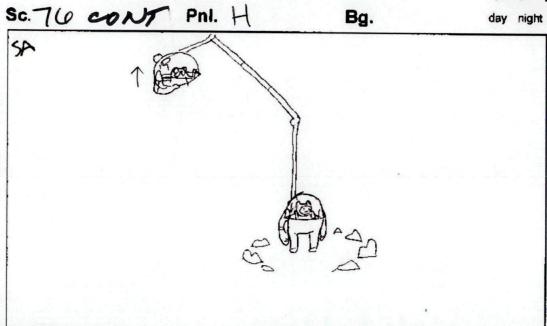


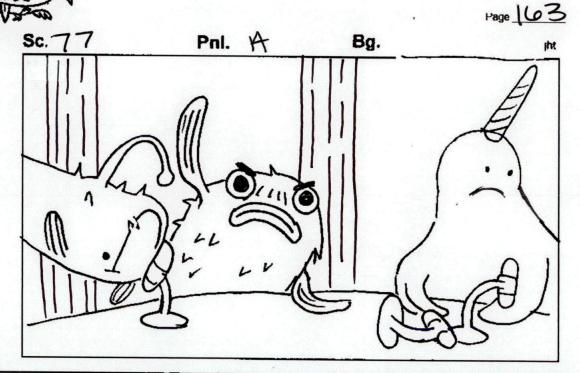




ADVENTURE TIME







Dialog:

T.S: SEVEN ?

Action:

AND DISSIPATES

-JAKE RISES OUT OF HATCH

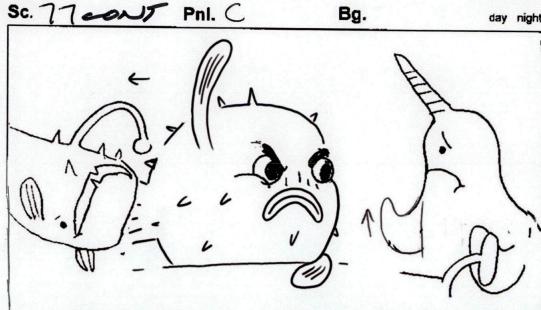
VPBF WITH RAUSED FIN

Timing:

MAR 0 6 2015



Sc. 77 00 M Pnl. B Bg. SA



Olalog: TS: (0/S) OH, EIGHT. SFX: *INFLATING *

Action: UPBF LOOKS AT NARWHAL BZ - VPB BEGINS INFLATING THREATENINGLY MAR 0 6 2015 - NARWHAL RAISES FINDS

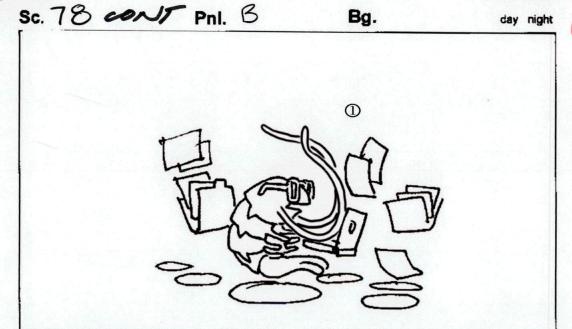
Timing: OUS FUFFLATE Production:

034/21





Sc. 78 Pnl. A Bg.



Dialog:

SH: WOW, ALL RIGHT. 75: - EIGHT.

Action:

TSI TURNS BACK TO COMPUTER

Timing:



Production:

2

Page 165





Page 100

Sc. 79 Pnl. A Bg. day night

Sc. 79 conf Pnl. B Bg. day night

T.S: (%) AND EVERYONE

JAKE JUMPS

MAR 0 6 2015

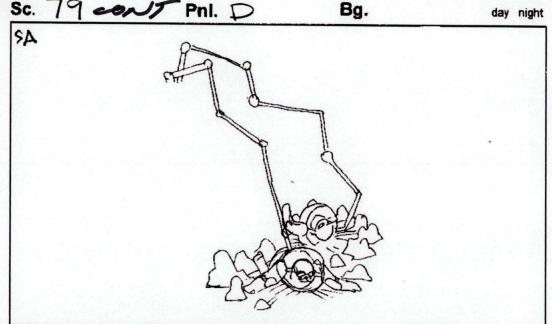
Production :

.034-2

EPISODE#



Sc. 79 cont Pnl. C Bg. day right Sc. 79 cont Pnl. D



Dialog:

T.S: (°S) WHO WANTS THEM TO STAY

SFX: * WHUMP *

Action:

FINH LOSES HIS BALANCE LOOKING UP _BOTH FALL OVER

MAR 0 6 2015

Timing:

Production :

1034-21

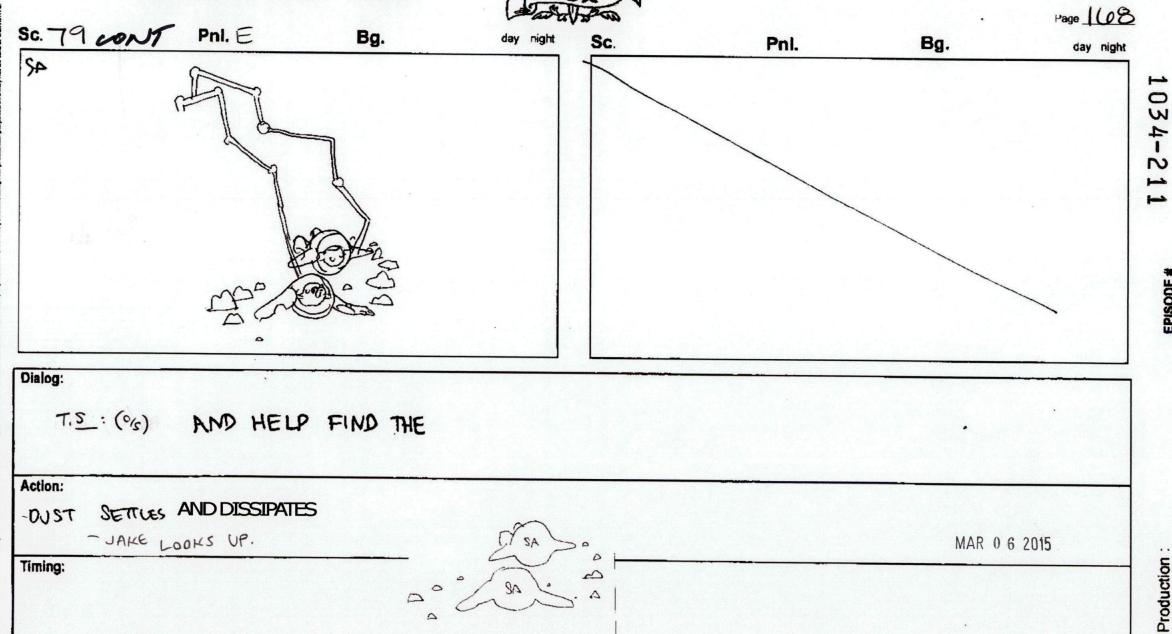
1034/211

Page LU7

EPISODE #

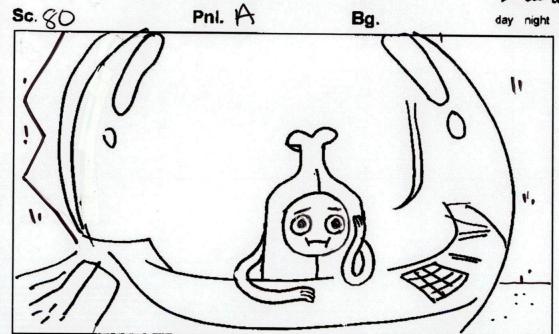
ADVENTURE TIME

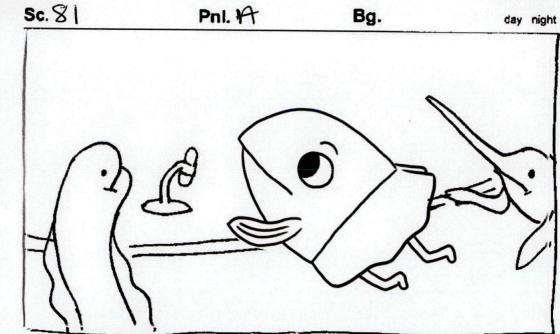




ADVENTURE TIME







Dialog: (vol T.S: PRESIDENT? " NO ONE ?

Action: BM SITTING ALONE IN SUB

SYBIL AT TABLE

MAR 0 6 2015

Timing:

Page 169



Sc. 81 CONT Pril. 8 Bg. day right Sc. 81 CONT Bg. day right SA

TSH: OH, WAIT - REPRESENTATIVE SYBIL.

truck In

Action:

-SYBIL RAISES FIN,

Truckinto

SYBIL GIVES SIGNIFICANT LOOK TO BM

Timing:

MAR 0 6 2015

Production:

ISODE#

1034/21

Production :

1034/21 1



Page 172

Sc.83

Pnl. A

Bg. day night

Sus HI WORLD

De mocratic octany

The oceans

Sc. 83 cont Pnl. B Bg. day night

Dialog:

TS: WELL, IF THAT'S EVERYONE ...

Action:

SP- PARLIAMENT SCENE

JAKE ENTERS, IN SUIT

MAR 0 6 2015

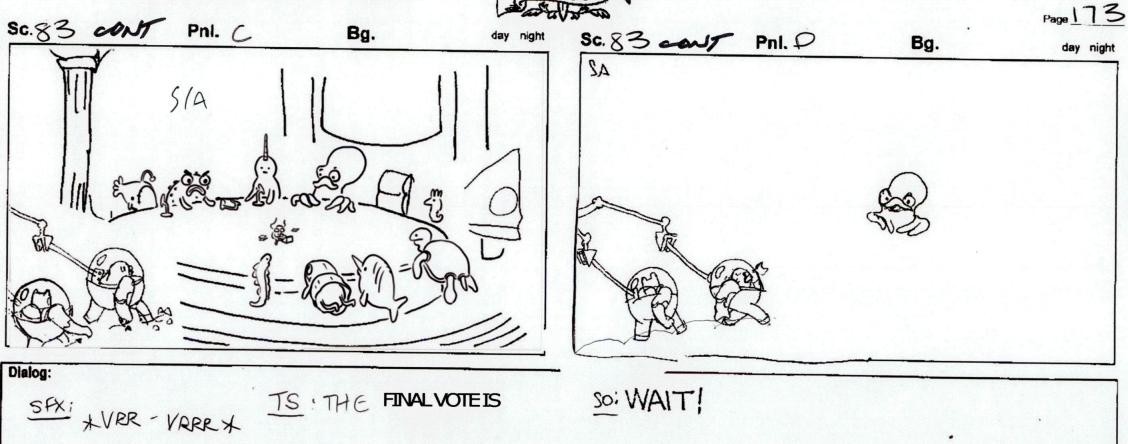
3 (3)

Timing:

Production:

N





A -4	1
Act	IDA.

Timing:

MAR 0 6 2015

Production:

1034-

EPISODE #

Pro

ADVENTURE TIME



Sc. 84 Pnl. A Bg. day right Sc. 84 Coast Pnl. B Bg. day right

Dialog:

SO: I HAVEN'T VOTED YET.

Action:

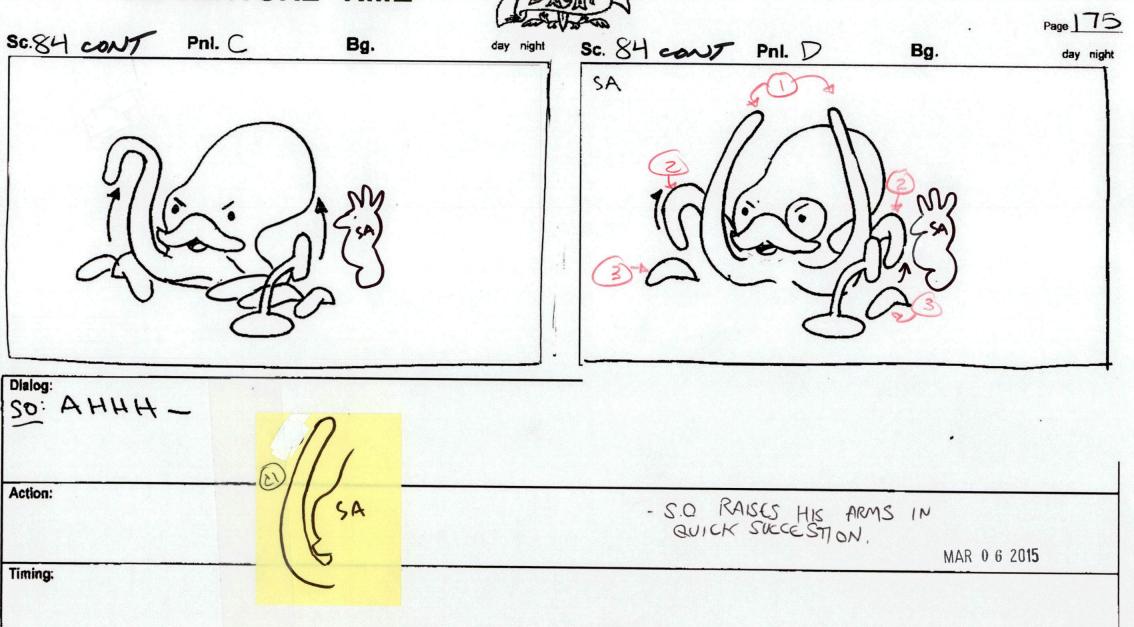
- S.O. POINTS TO HIMSELF WITH MULTIPLE ARMS.

MAR 0 6 2015

Timing:

Production:



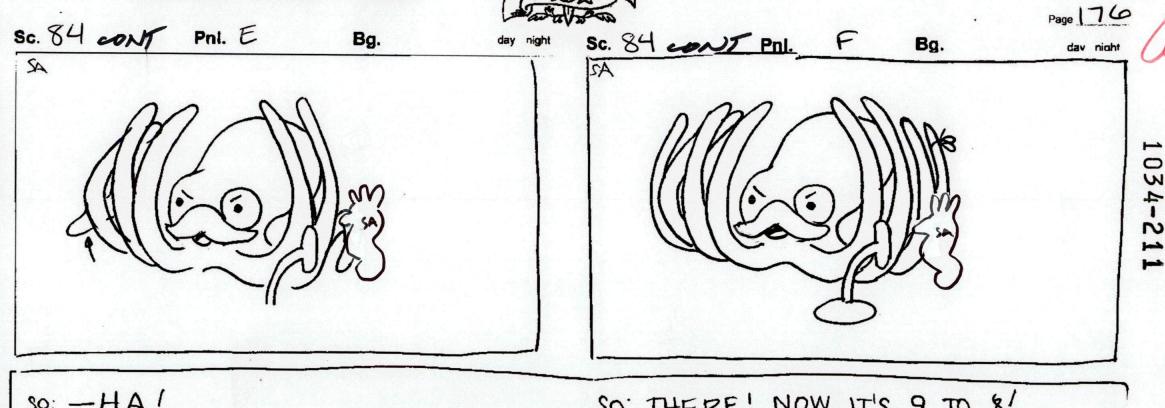


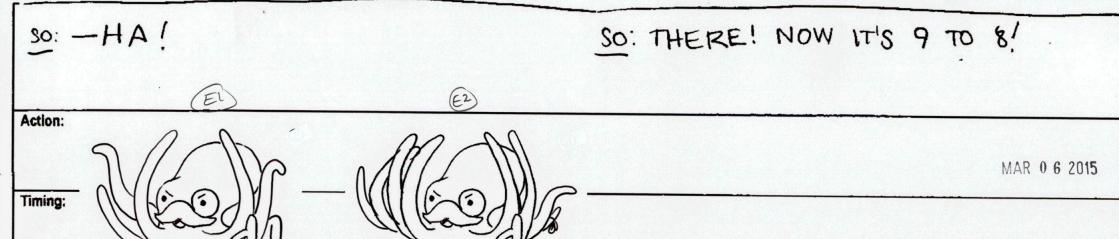
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1034/2

ADVENTURE TIME





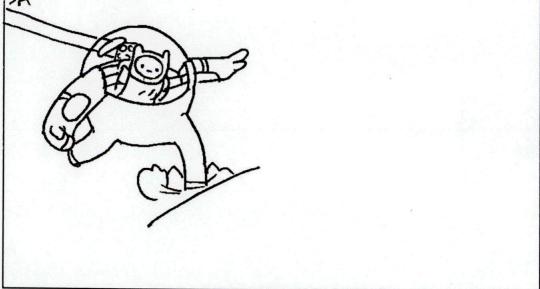


Production:





Sc. 85 Pnt. A Bg. Sc. 85 cont Pnl. B Bg. day night



Dialog:

The Ye's Have

Action:

Timing:

MAR 0 6 2015

Production:

1034-211



Sc. 85 cons Pnl. C Bg. day right Sc. 85 cons Pnl. D Bg. day right SA 1034-211

Dialog:

50(0/9): t

SFX: * VRR-VRR-VRR * THUMP

SFX: *THUMP *

Action:

FINN SLAMS AGAINST TABLE

Timing:

Production

MAR 0 6 2015



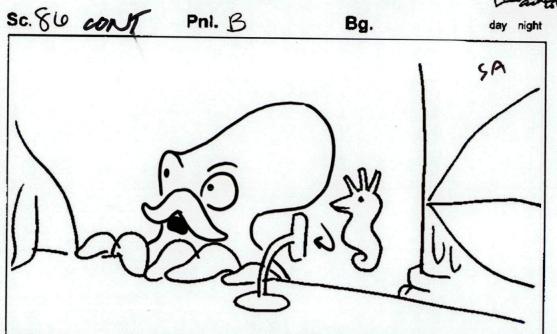
Page 179 Sc. Pnl. Bg. Sc. 86 Pnl. A Bg. day night BG 1034-211 SP Dialog: : 02 FINN & JAKE, Action: MAR 0 6 2015 Timing:

Production:

EPISODE#

ADVENTURE TIME





Sc. 87 Pnl. Bg.

SO: you have

(2/5) SO: - TWENTY MINUTES TO FIND, THE PRESIDENT!

Action: GLANCES UP AT CLOCK

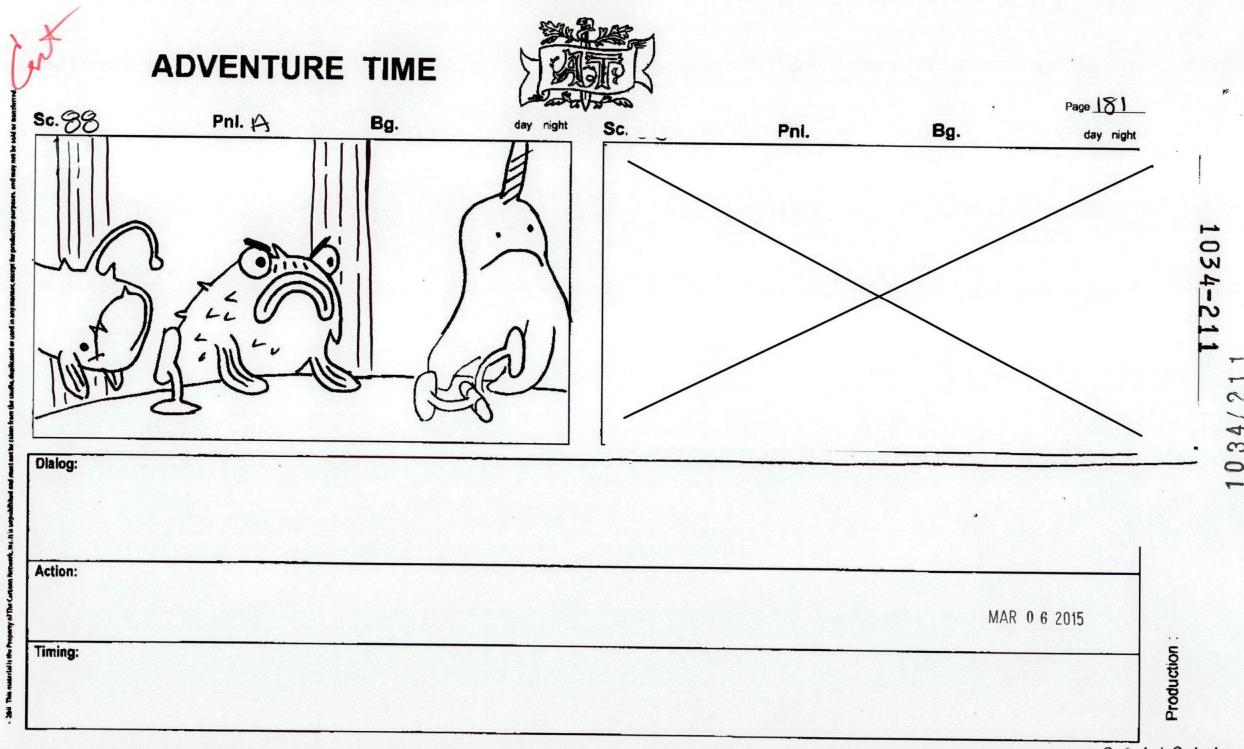
CLOSEUP ON TICKING CLOCK

MAR 0 6 2015

Page 180

Timing:

Dialog:



ADVENTURE TIME Sc. 88 CANT Pnl. B Bg.



Page 18 Z Pnl. A Sc. 89 Bg.

Dialog:

42

UPB: THEY - THEY MUST GIVE A A 20-MINUTE PRESENTATION FIRST!

Action:

- ANGLER FISH FLINCHES

Timing:

MAR 0 6 2015

Production:



Page 183 Sc. 89 CONT PNI. B Bg. Sc. 89 CONT Pol. C Bg. SA

Dialog:

Action:

F&Jlookateach other

Timing:

J: WE'RE ONTO YOU, BLOWFISH!

SFX: * VRRR *

J POINTS WITH ROBOT ARM

MAR 0 6 2015

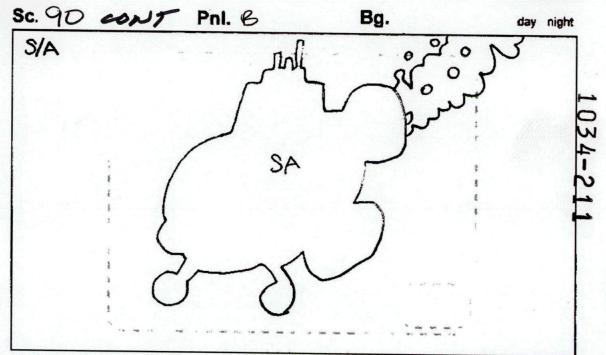
Production:

03



Page 184

Sc. 90 Pnl. A Bg. day night



Dialog:

IK: *PANTING *
SFX: SUB NOISES

Action:

BMO + IK IN HIGH-TECH SUBMARINE

Timing:



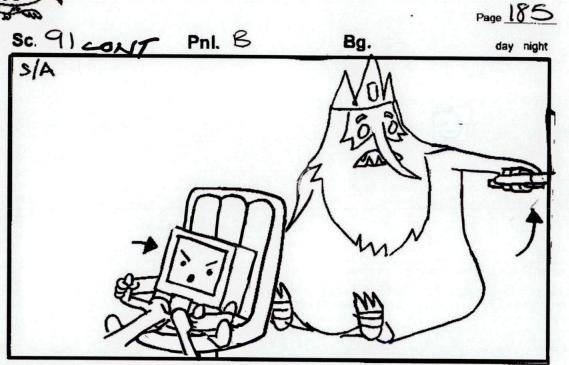
MAR 0 6 2015

Production:

ADVENTURF :



Sc. 91 Pnl. A Bg. day night



Action:

IK PUMPS, BMO ROCKS

BACK + FORTH

Timing:

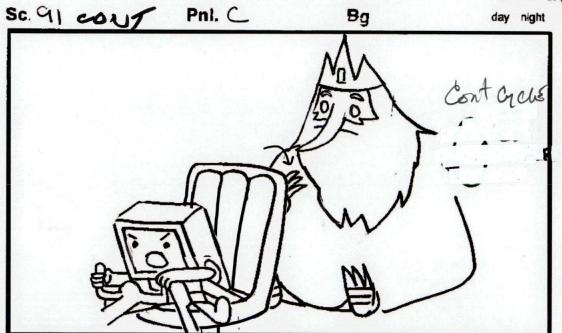


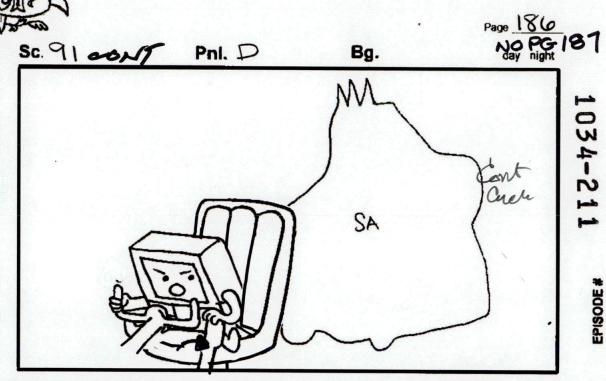


Production:

1034/21







Dialog:

BMO: STAY COLLECTED, LIEUTENANT!

BMD: WE'LL GET YOU HOME TO THE CHIL-DREN YOU SPEAK OF SO FONDLY!

Action:

Timing:

- BMO PULLS LEVER DOWN AND UP

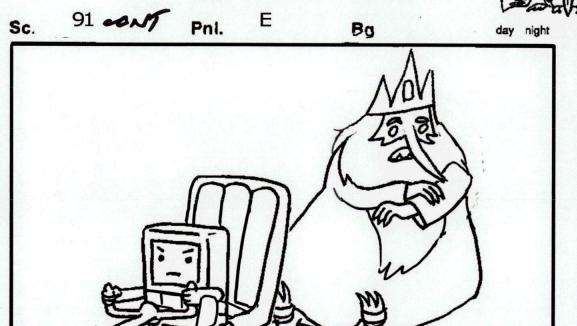
AAR 0 6 2015

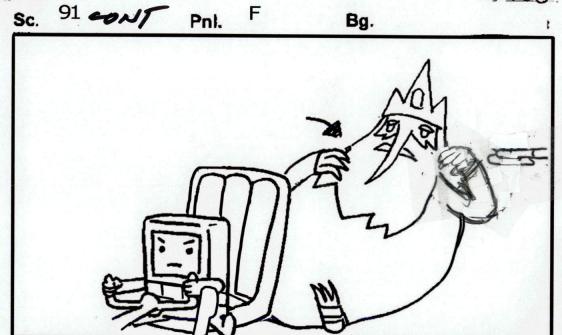
Production :

ADVENTURE TIME



Page 188

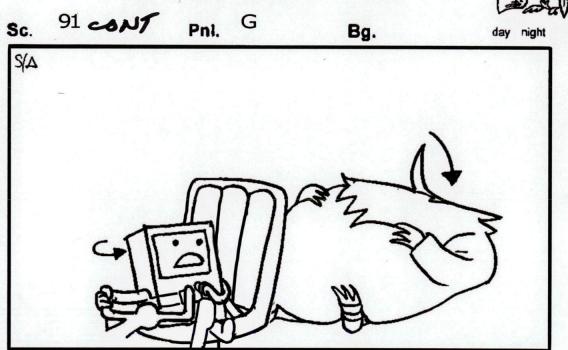


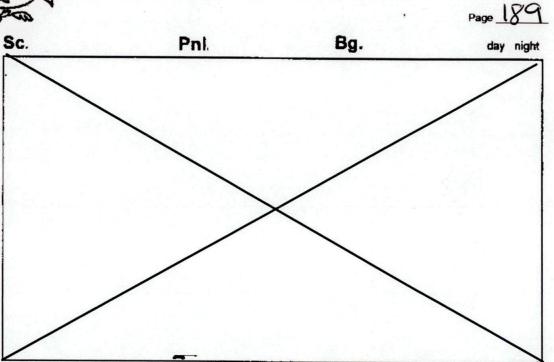


Dialog:	IT'S NO GOOD	IK: MY GUNS	ALE.
Action:	- IK RUBS ARM.	,	MAR 0 6 2015
Timing:			WAIL OF ECIS

ADVENTURE TIME







Dialog:

IK; AREBARKING

BMO: GASP!

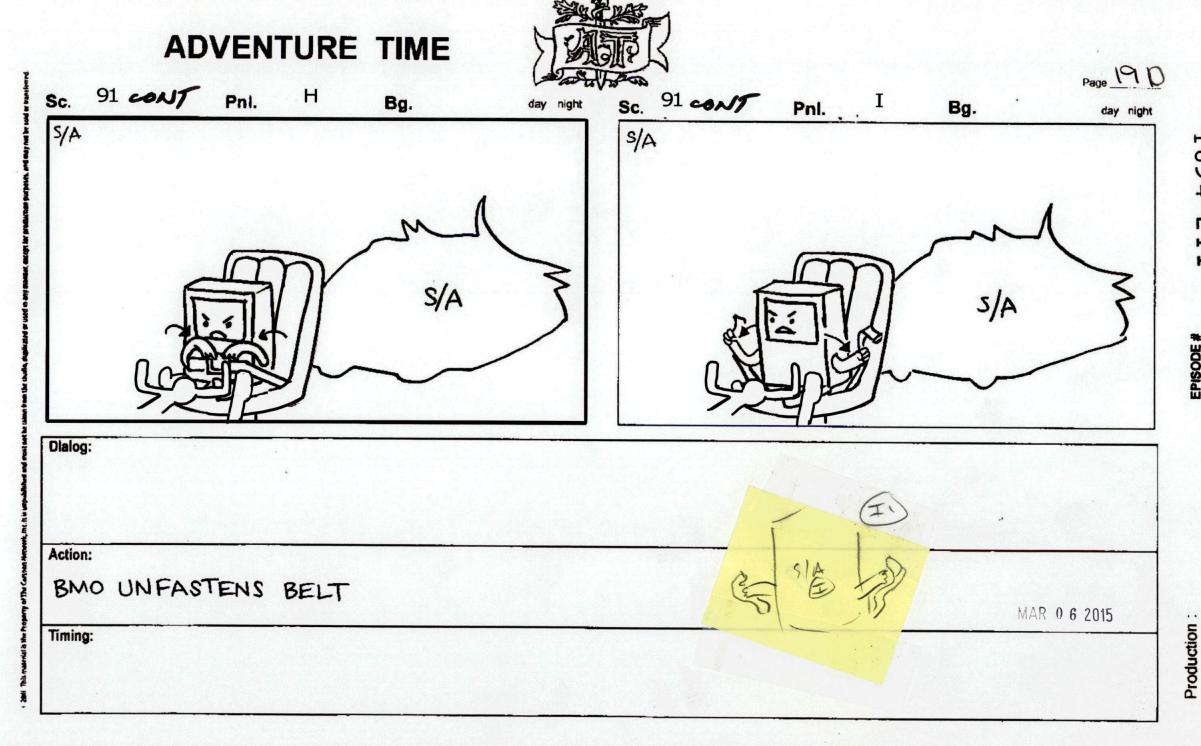
Action:

- IK FLAPS BACK

Timing:

Production:

MAR 0 6 2015

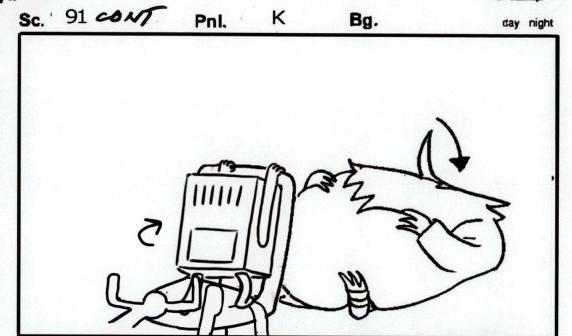


EPISODE #

ADVENTURE TIME



Sc. 91 CONT Pni. Bg. AAC S/A



Dialog:		
Action:	-B STANDS UP	MAR 0 6 2015
Timing:		

Bg.

Pni.



Sc. 91 const

Pnl.

Bg.

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1034-211

EPISODE#

day night

	1 / /	7	3-13
			(-)
	MY	一扇	
フィニ	TAY	- Oa	

Sc. 91 CONT

Action:

BMO JUMPS OFF CHAIR

BMO: Ungh

MAR 0 6 2015

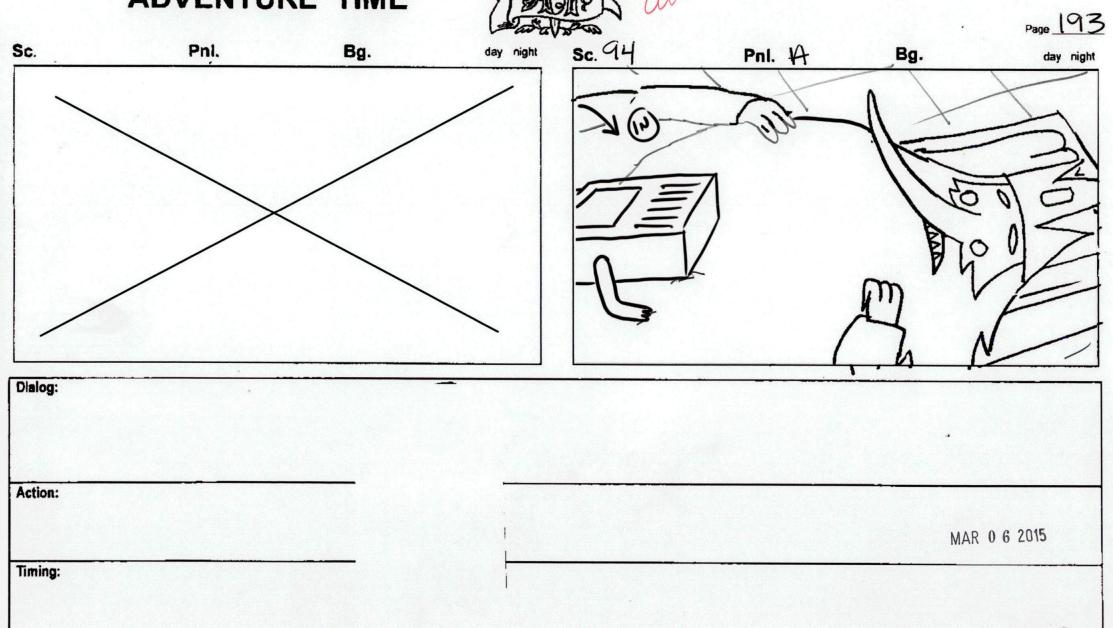
Timing:

1034/2

1034-211

ADVENTURE TIME

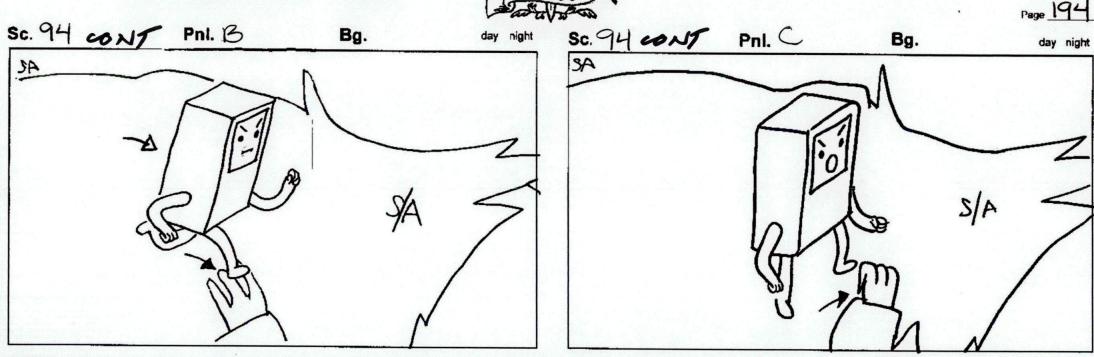




1034/211

ADVENTURE TIME



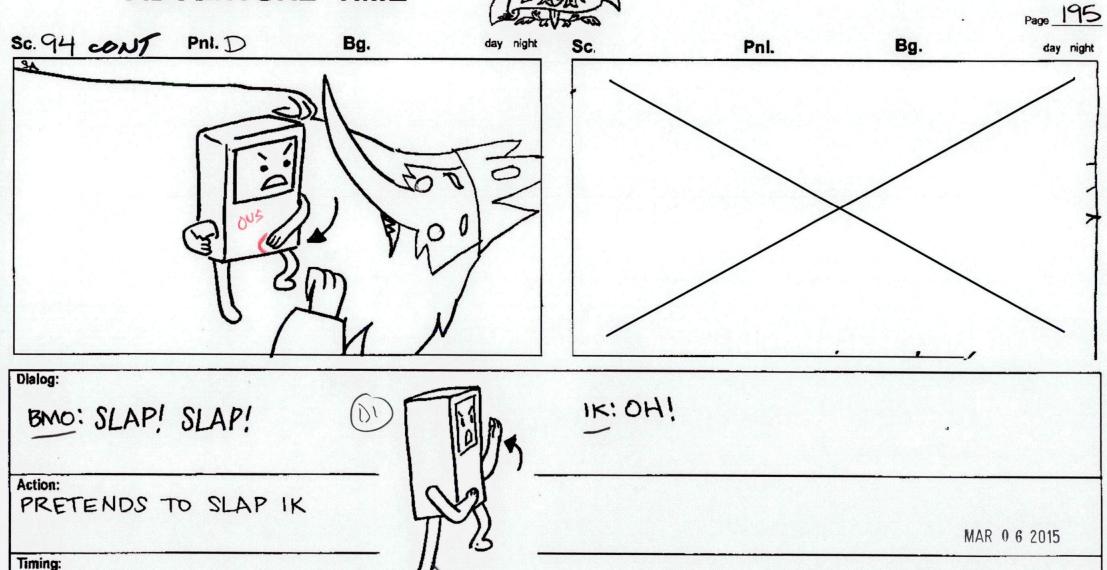


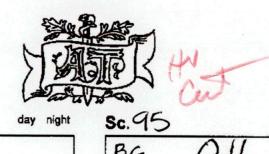
Dialog:	BMO: PULL YOURSELF TOGETHER,
Action: BMO RUNS UP	
Timing:	MAR 0 6 2015

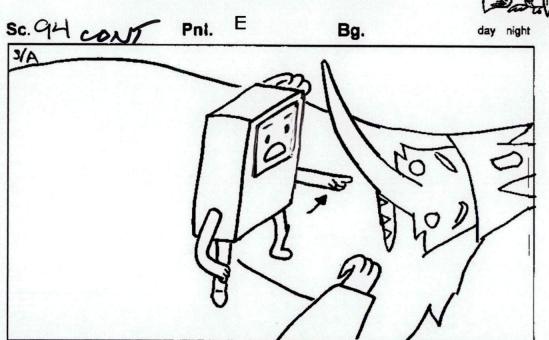
roduction

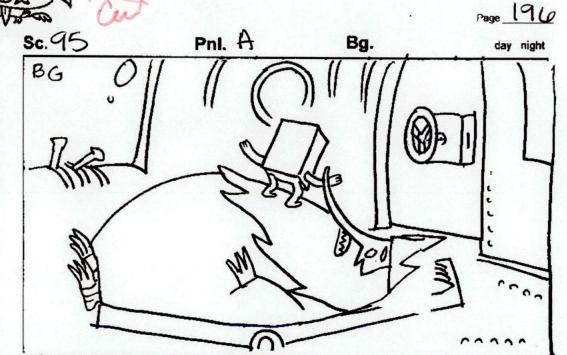
ADVENTURE TIME











Dialog:

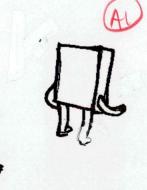
BMO: I BRING MY BOYS HOME!

Action:

BMO POINTS

H/U BEGINS TO TURN

Timing:



MAR 0 6 2015

-BMO TURNS AND JUMPS OFF IK



Production

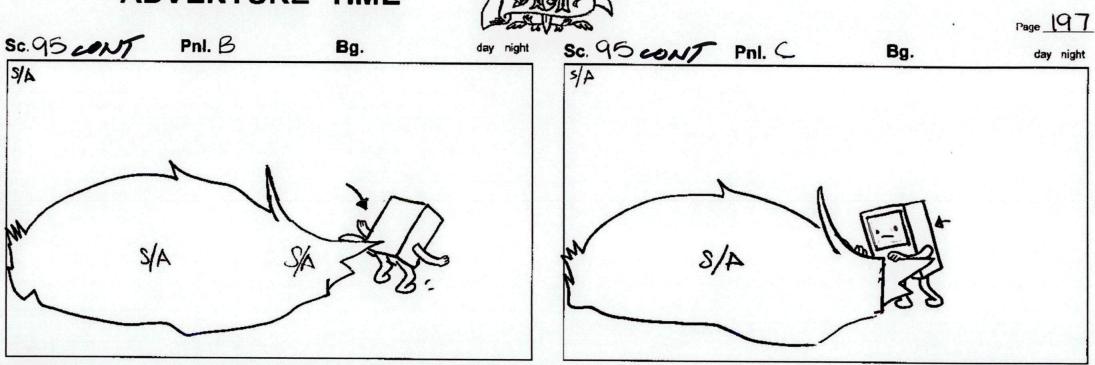
03

N

EPISODE #

ADVENTURE TIME

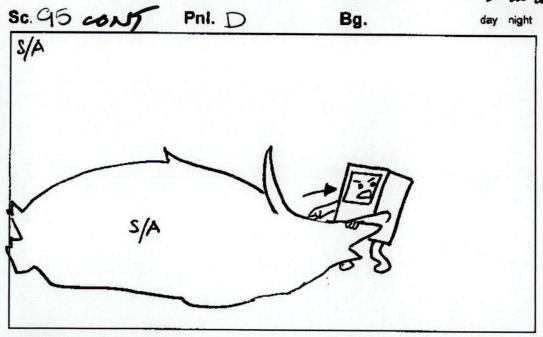


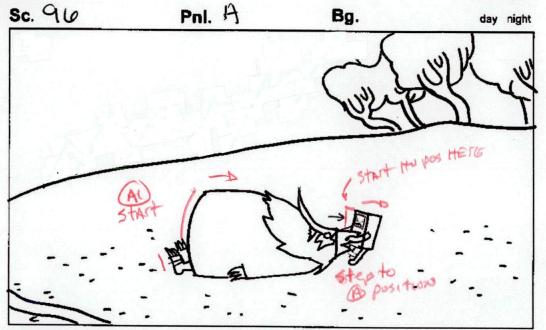


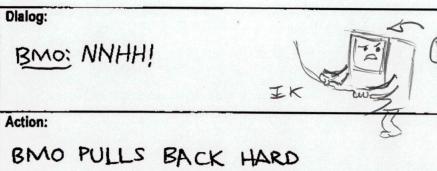
Dialog: SFX: METALLIC CLANG Action: TURNS BACK AND GRABS IK BMO LANDS

MAR 0 6 2015 Timing:









BMa: NHHH /

- SMASH CUT TO REVEAL BEACH

MAR 0 6 2015

Timing:

34/

ADVENTURE TIME



Page 199 Sc. 96 cont Pni. B Sc. 96 CONT Pol. C Bg. Bg. day night 3/A Dialog: CAREFUL I BRUISE EASILY SFX: SHHH

Action:

Timing:

IK MOVES SLOWLY

MAR 0 6 2015

1034/211

Production:

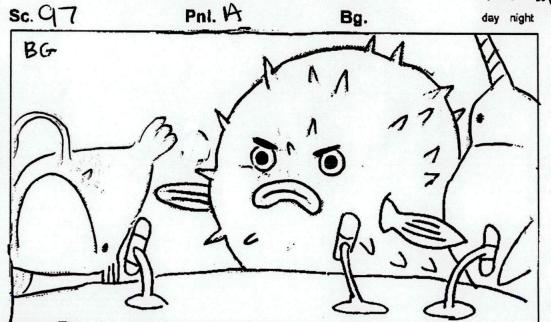
1034-211



ADVENTURE TIME



Page 200



Sc. 98

Pnl. A

Bg.

day night

Dialog:

FINN (OS); YOU'RE ACTING HIGHLY SUS, VEEPEE BLOWFISH!

B. MAN

WALKS DISTANCE

A OS

Action:

VPBF FLAPS FINS ON AB PATTERN

Timing:



MAR 0 6 2015



Page 201

Sc. 98 conf Pnl. C Bg. day night

SA

Bg. day night

Dialog:

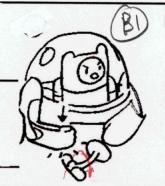
FI SUSPECT YOU MAY HAVE HAD A HAND IN PREZ PORP'S DISAPPEARANCE!

SEX: * VRRKK *

Action:

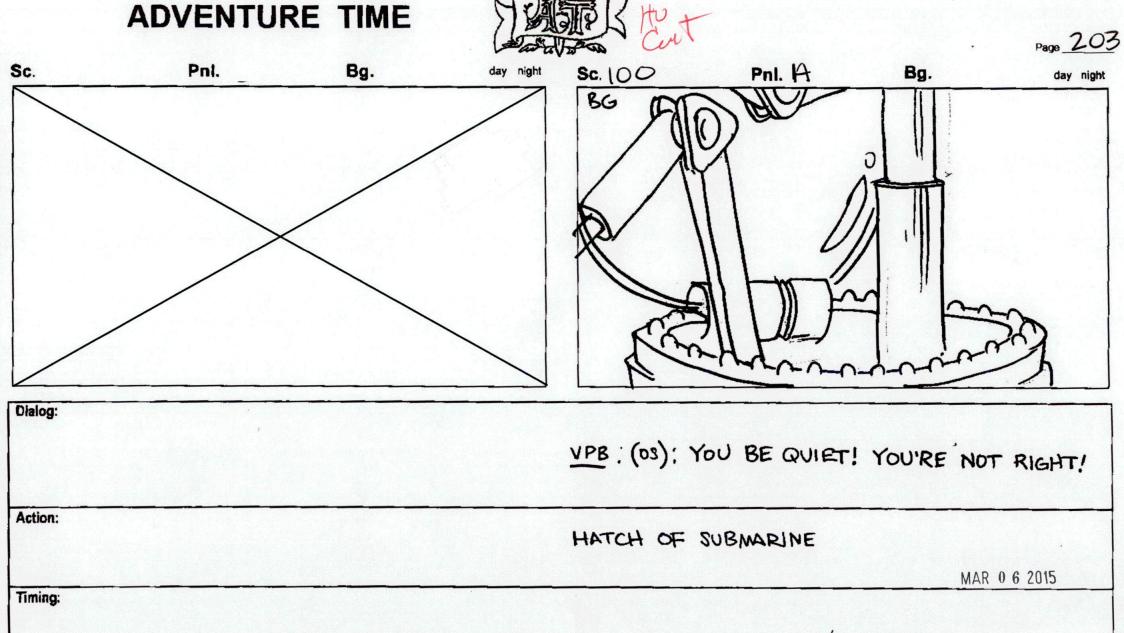
F RAISES ROBOT FIST AND SLAMS IT , -MIC JUMPS IN AIR

Timing:



MAR 0 6 2015

ADVENTURE TIME No Sc.99 Page 202 Sc. 98 cont Pol. D Bg. Bg. Pnl. day night SA 1034-2 EPISODE # Dialog: FISH POLITICIANS : *GASP* Action: MAR 0 6 2015 Production: Timing:

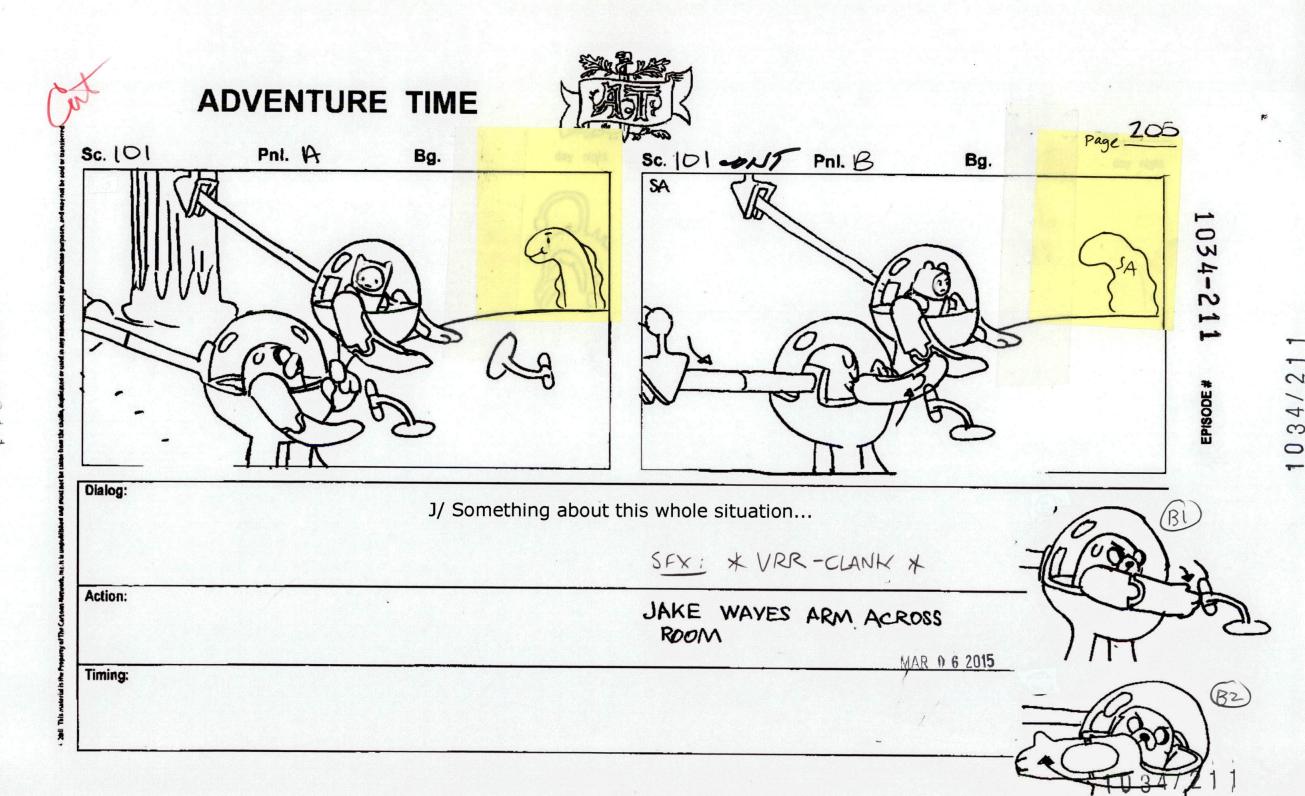




Page 204 Sc. 100 cost Pnl. B Bg. Sc. 100 conf Pal. C Bg. day night SA 1034-211 Dialog: OKAY, GUYS! I'M GOING TO GO LOOK FOR CLUES! MAR 0 6 2015 Action: BM'S ARMS COME OVER - BM RISES AND WAVES EDGE OF HATCH Timing:

34/211

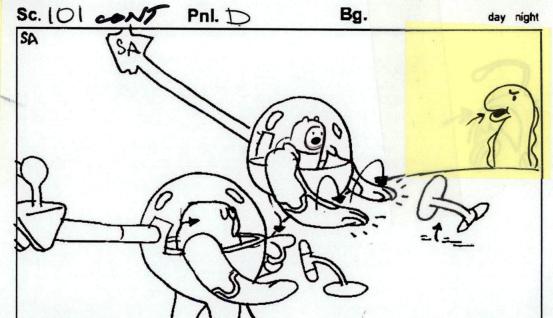
10





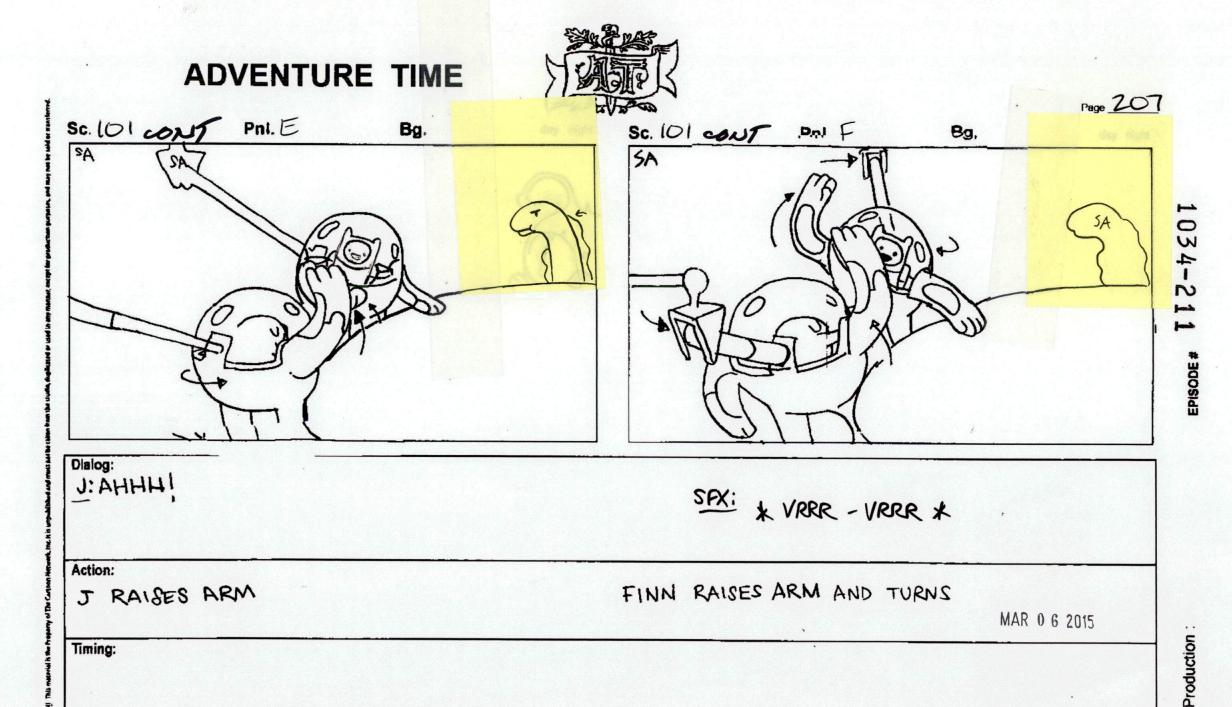
Page 206

Sc. 101 conf Pnl. G Bg.



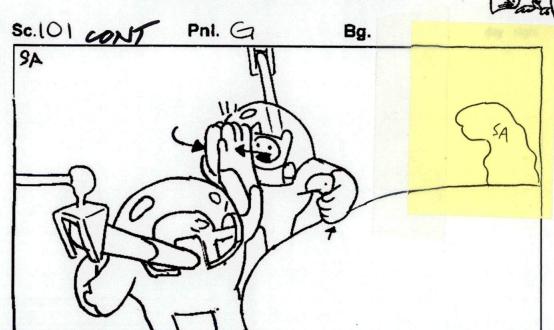
Dialog: J: SMELLS -	H/U: FINN RAISES F: FISHY!
	SFX: * WHAM!*
Action:	FINN SLAMS HANDS ON TABLE MIC BOUNCES UP AND Drops
Timing:	MAR U 6 2015

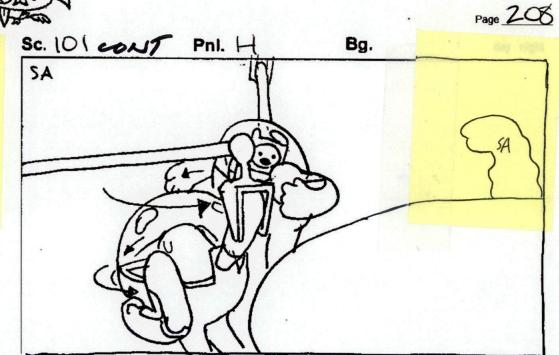
Production:



ADVENTURE TIME







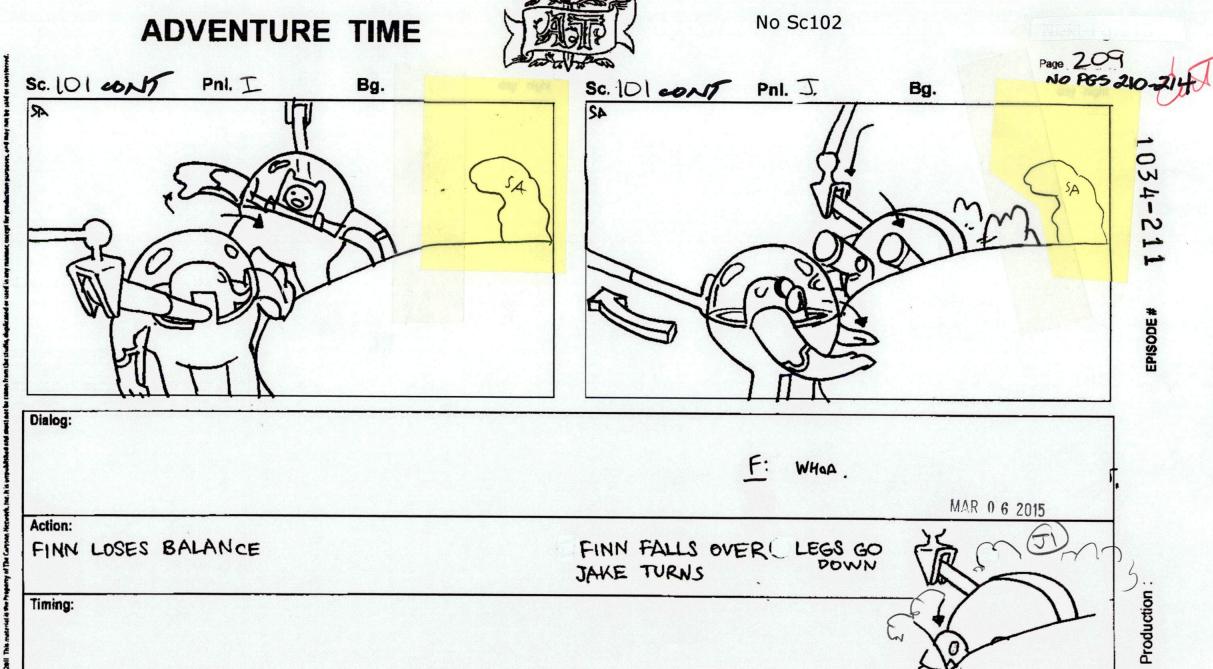
SFX: CLANGGG
PNEUMATICS

Action:
F+J HIGH-FIVE ROBOT SUITS

JAKE FOLLOW-THROUGH

MAR 0 6 2015

Timing:

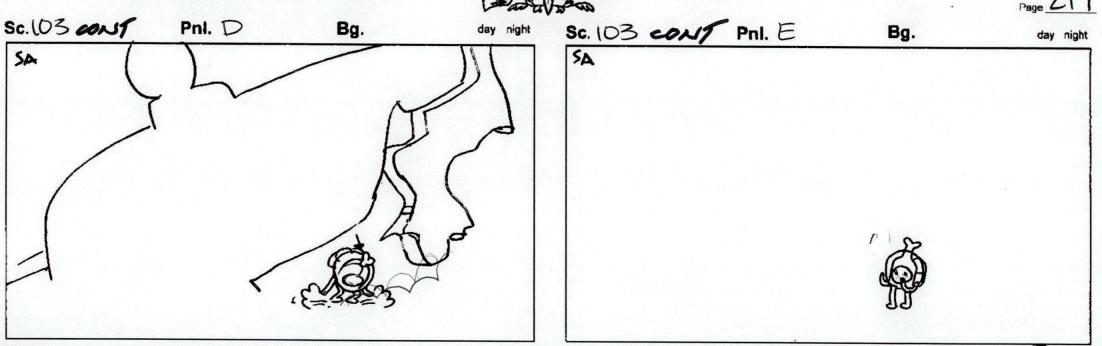


ADVENTURE TIME Page 215 Pnl. A Sc. Pnl. Bg. Sc. 103 Bg. day night Dialog: Fish Politicians/ [talking walla] Action: MAR 0 6 2015 Timing:

1034/211

ADVENTURE TIME Page 210 Sc. 103 cont Pni. B Bg. Sc. 103 CONT POILC Bg. 1034-211 Dialog: Fish Politicians/ [talking walla cont] Action: MAR 0 6 2015 Production: Timing:





BM: I'M HEADED OUT! WOULDN'T SAY
NO TO COMPANY!

Fish Politicians/ [talking walla cont]

Action:

BM LANDS, SENDING UP DUST CLOUDS

MAR 0 6 2015

CLOUPS ACTION OF THE PROPERTY OF THE PROPERT

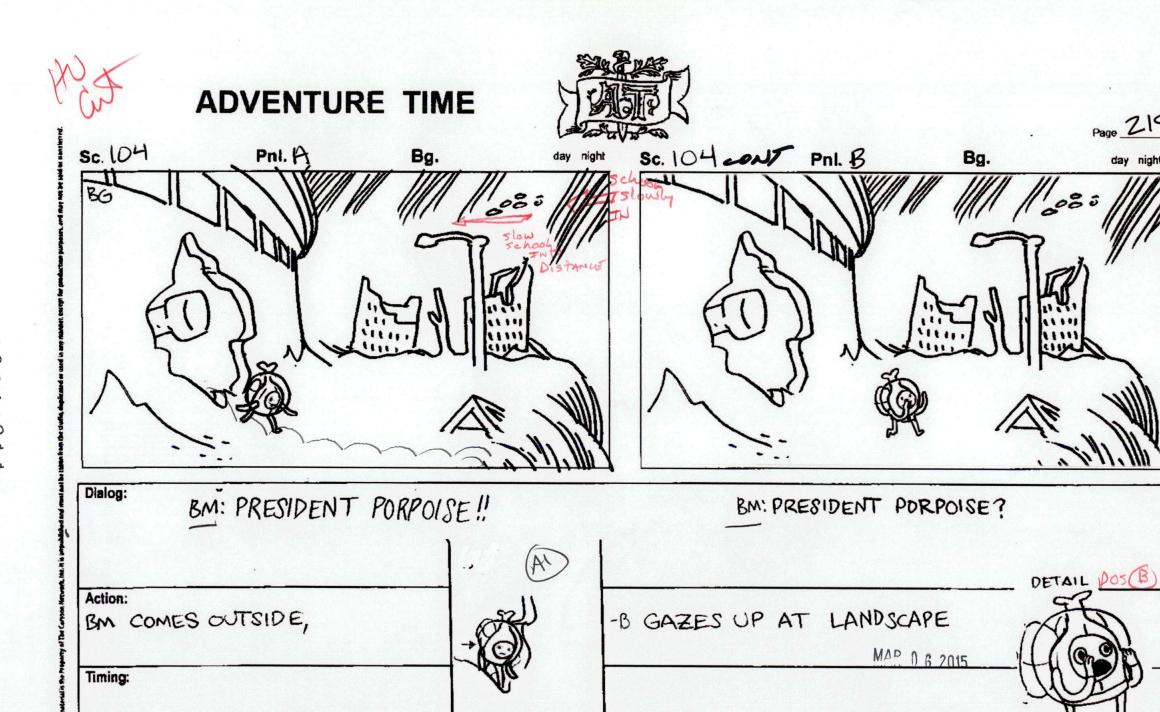
Production

034-2



Sc. 103 CONT Pnl. F	Bg. day	night Sc. (03 CONT Pnl. G	Page 218 Bg. day night
			4
talog:			
ction:		cians/ [talking walla cont]	
liming:		BM WALKS OUT OF GIANT HO	MAR 0 6 2015

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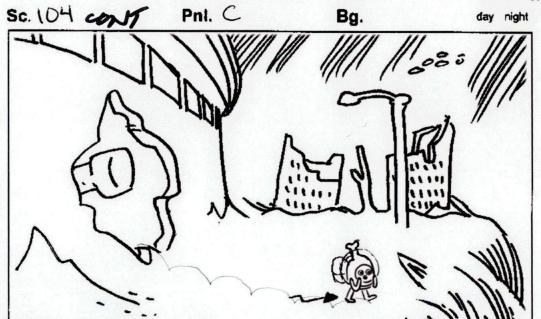


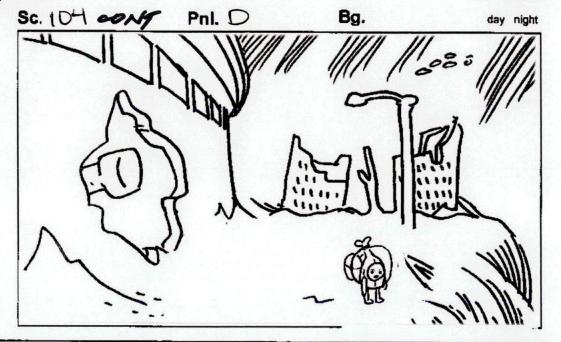
Production :

1034-2



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Dialog:

BM" President"

SFX: LOW UNDERWATER AMBIENCE

Action:

SHOUTS, ARMS GO DOWN (8)

Timing:

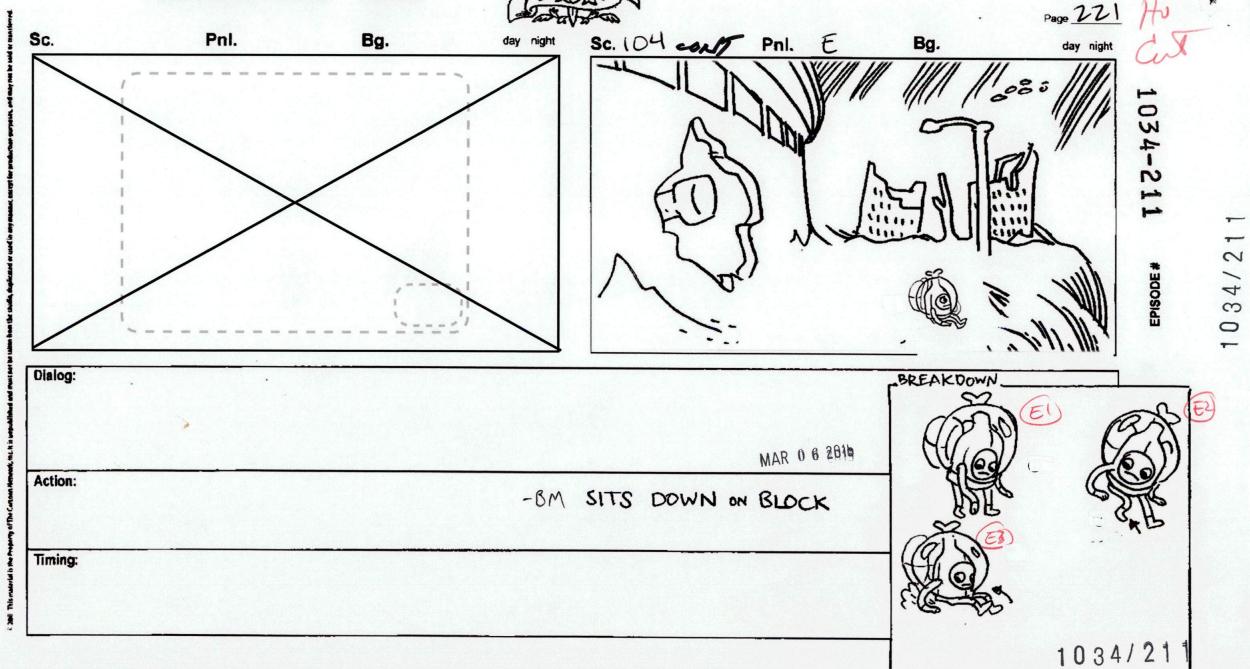


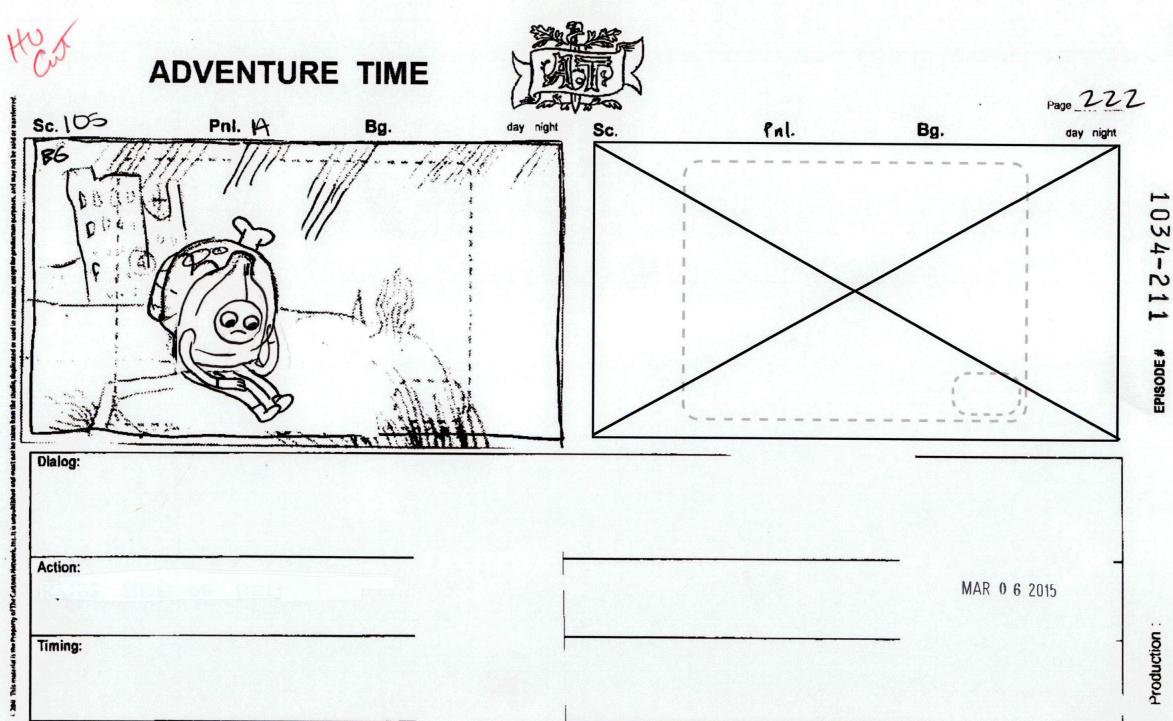
WALKS OUT FARTHER

MAR 0 6 2015

Production





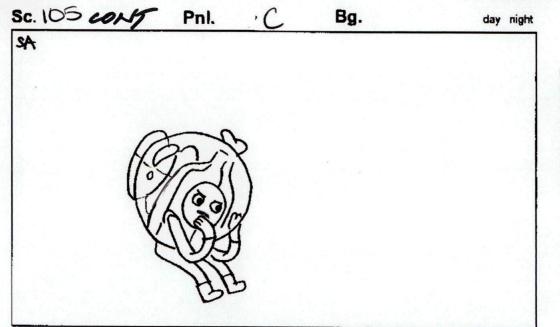


1034/21

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1 1	



Sc. 100 cont Pnl. B SA

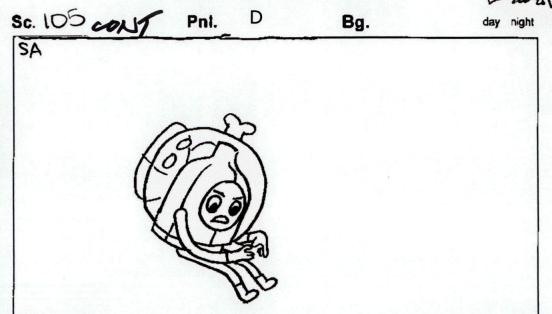


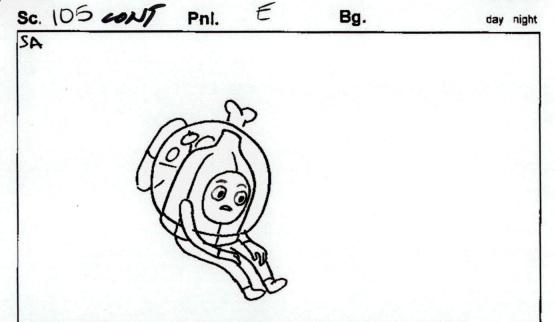
BM: IT'S LIKE THERE'S THE	IS- BM: INSTRUCTION MANUAL	•
Action:		MAR 0 6 2015
Timing:		

1034/211

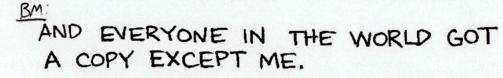
10011011







THAT EXPLAINS HOW TO T	ALK TO PEOPLE,
	(D)
Action: BM OPENS IMAGINARY BOOK	
Timing:	de la companya della



Arms Acc Down (DZ)

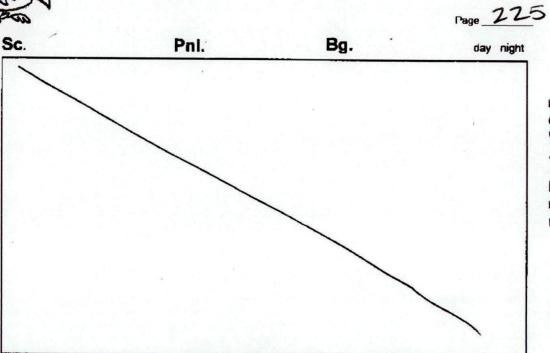
MAR 0 6 2015

Production:

1034-2



Sc. 105 conf Pnl. F Bg. day night



Dialog:

Action:

SYBIL COMES UP FROM BEHIND

Timing:

Production:

MAR 0 6 2015

034-

N





BM: OH!!

GONNA A

Action:

BM: UM!

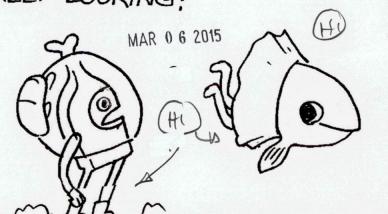
GONNA A

BSYBIL COMES

TO REST

B DUST SETTLES

Timing:

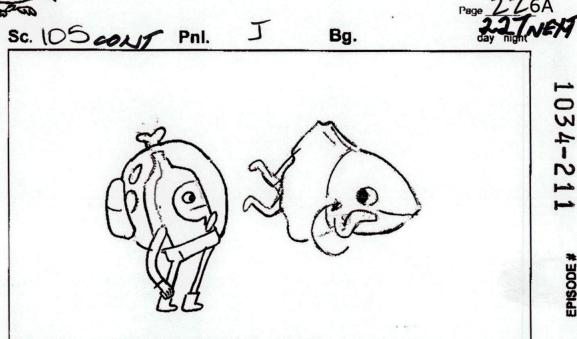


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1034/21 1



Sc. 105 conf Pnl. I Bg. day night



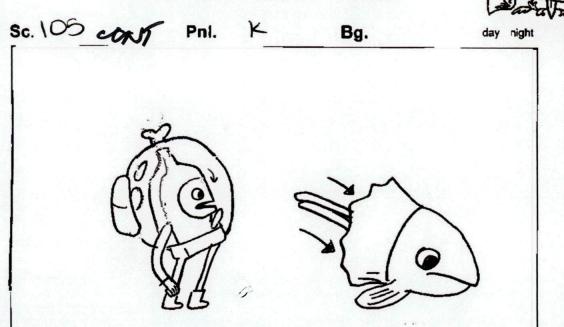
Action:
SYBIL BECKONS

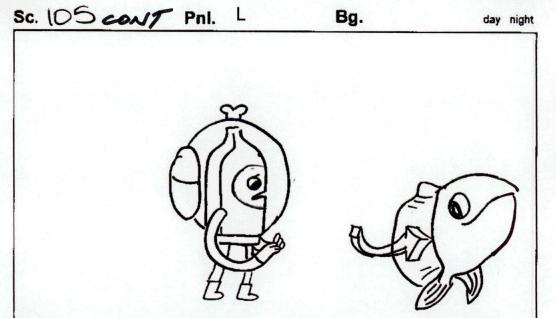
MAR 0 6 2015

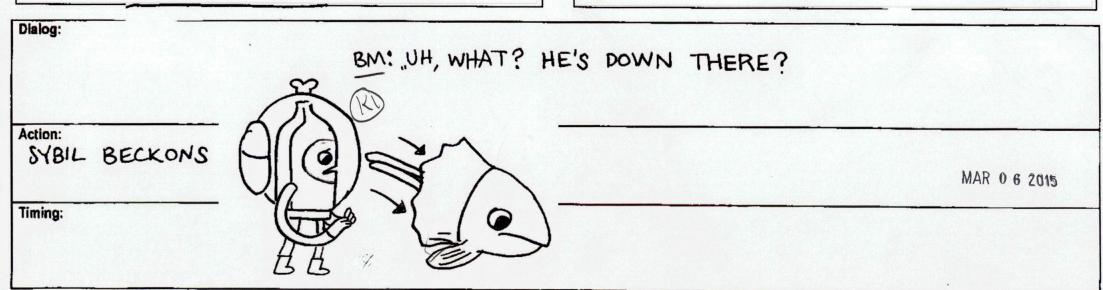
Production :



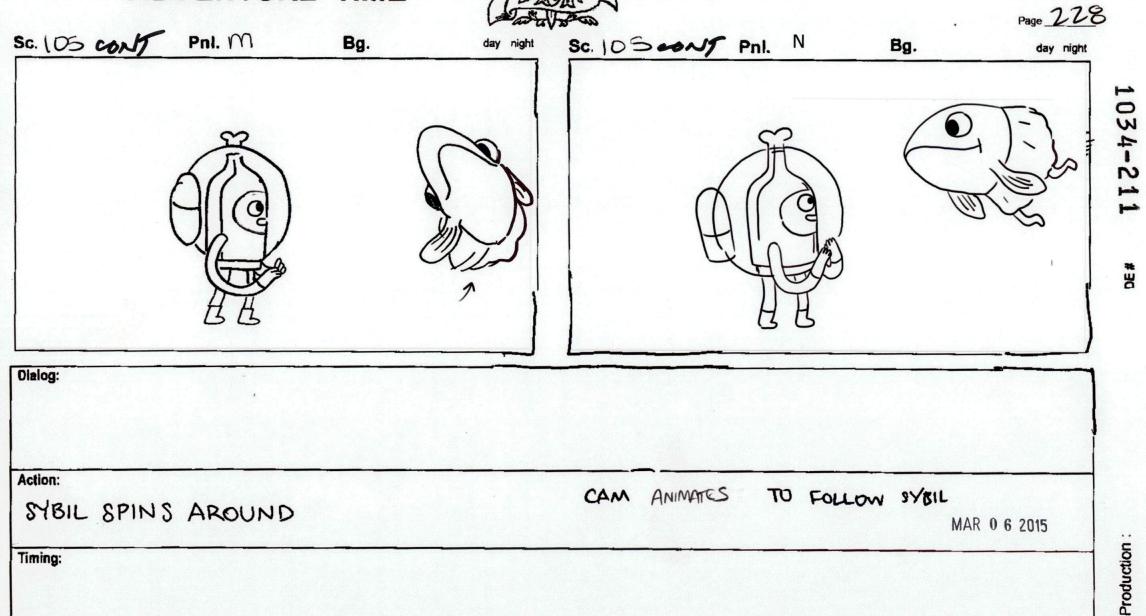
19 1 Page 227







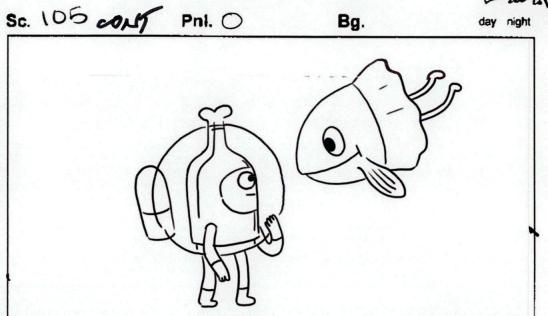






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1034-2



Sc. 105 and Pnl P Bg. day night

Dialog:



S: *KISSIN' NOISE *

Action:

SYBIL STOPS.

CAMERA IS NOW LOOKING DOWN AT BM.

BEAT

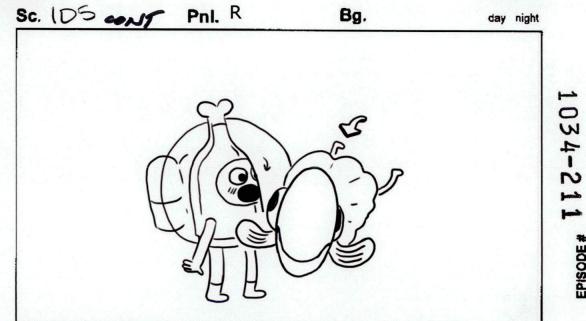
MAR 0 6 2015

Timing:



Page 230

Sc. 105 conf Pni. Q Bg.



Dialog:

SYBIL: *GIGGLES *

A CUTE SCREAM

Action:

SYBIL DARTS FORWARD AND KISSES HELMET

BM REACTS WITH SHOCK

MAR 0 6 2015

Timing:

N



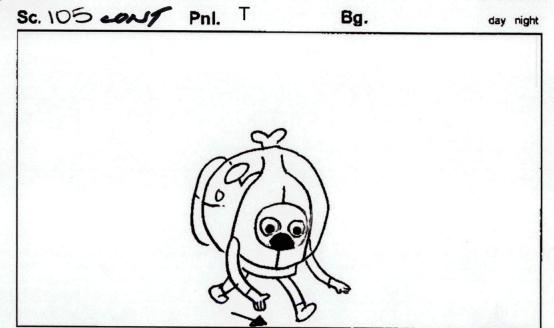
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1034-

N

EPISODE #

Sc. 105 00 1 Pnl. 5 Bg.



Dialog: BM: **НИНННННННННАААНННННННННН** A CUTE SCREAM Action: SYBIL SWIMS OFF- SCREEN MAR 0 6 2015 BM BLUSHES Timing:



Sc. 105 CONT Sc. 105 2005 Pnl. V Pnl. Bg. Bg.

Dialog: BM:

Action:

BM CONTINUES TO SCREAM FOR A BEAT. WALKS OFF- FOREEN, FOLLOWING SYBIL

MAR 0 6 2015

Timing:

Production:

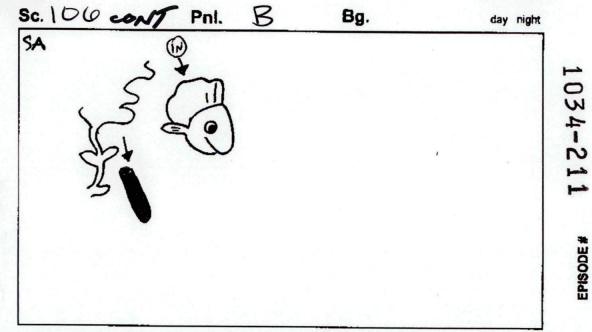
1034-211





age 234

Sc. 10 Pnl. A Bg. day night



MUSIC IS SWELLING -

Pol

Action:

- SEAWEED FOREST

SYBIL+ SHADOW SWIM INTO FRAME

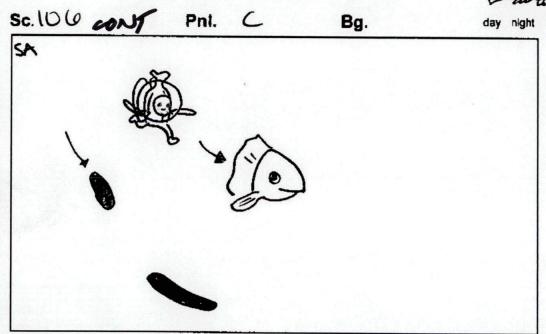
MAR 0 6 2015

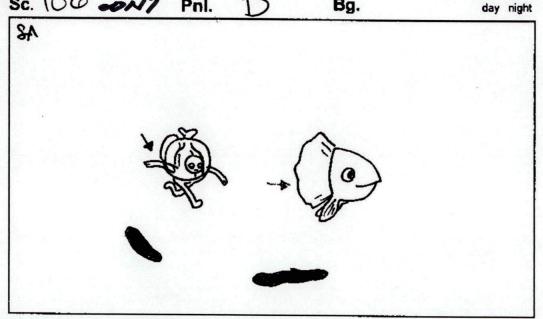
Timing:

Production:



Page 235 Sc. 106 -0NT Pol. Bg. 48





Dialog: (VU) BM: (SINGING) I WE'VE	ONLY JUST MET-13	
Action: BM FOLLOWS	-BM RUNNING IN LOW-GRAVITY	
Fiming:		MAR 0 6 2015

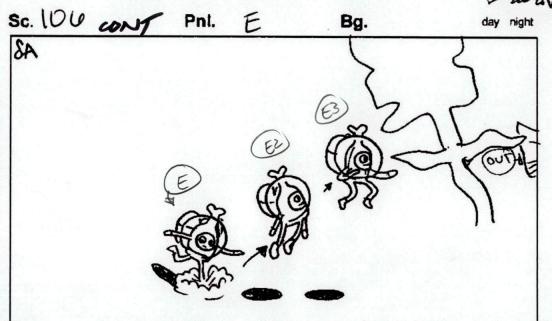
Production:

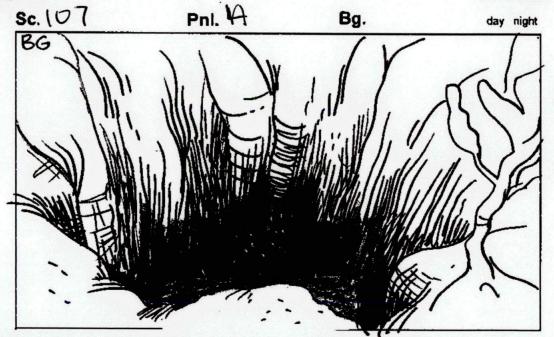
EPISODE #

1034/21



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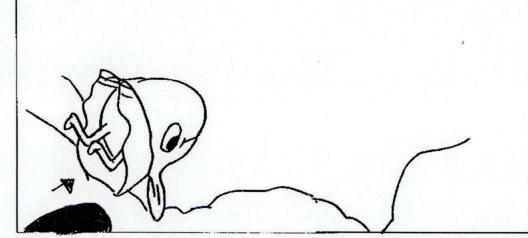
Dialog: (VO)		
BW: 13 ME LE BULET	Y SAID A WORD TO EACHOTHER YET- 17	BM: I BUT
CHANGED FRO	om "HAYEN'T"]	
Action:	HU SE ED -BIG SPARKLY PIT	
	HIU LANDING BE - BIG SPARKLY PIT STANKE STANKE	MAR 0 6 2015
Timing:	CC (1882) 300	

Bg.

Sc. 107 001 Pnl. B



Page 237 Sc. 107 conf Pni. C Bg. day night 1034-2



Dialog:

42

BM: I ALREADY

Action:

SYBIL SWIMS OUT OVER EDGE OF PIT

MAR 0 6 2015

Timing:



Sc. 107 const Pnl. D Bg. day night Sc. 107 const Pnl. E Bg. day night

SA

Dialog:

BM: I I KNOW THAT-

Action:

BM ENTERS FRAME, WALKS TO EDGE OF PIT

MAR 0 6 2015

Timing:

EPISODE #

ADVENTURE TIME Sc. 107 cont Pnl. F Bg.



Pnl. Bg. day night 1034-211

Dialog:

AS

BM: (song) know

Action:

WALKS TO EDGE OF CLIFF

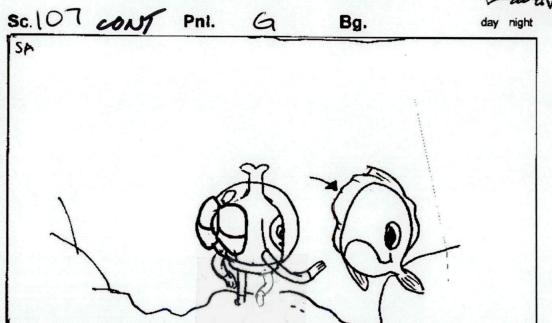
Timing:

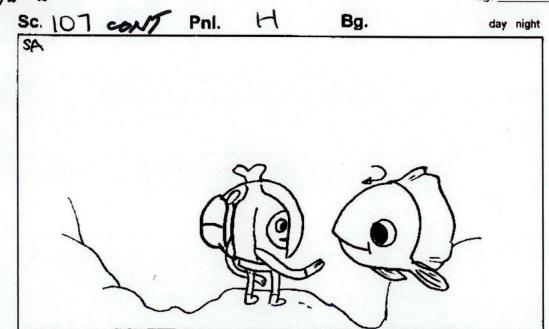
Production:

MAR 0 6 2015



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Dialog: BM (song): that Action: SYBIL APPROACHES

Timing:

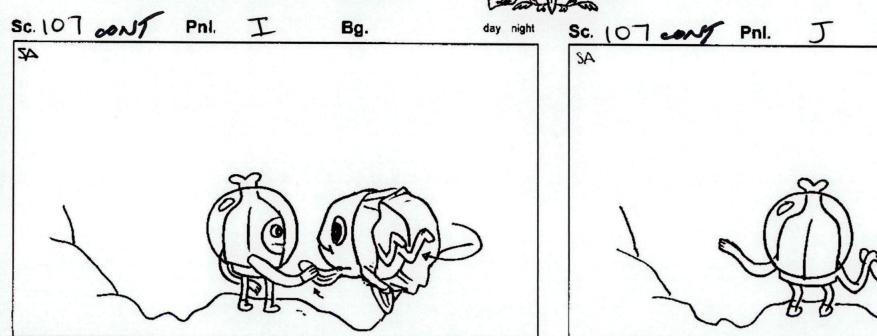
Production:

EPISODE #

MAR 0 6 2015



Page 241



Sc.	(0	cong	Pni.)	Bg.	day	night
SA							
				SX			
	7	•	J.		alpe)		
		7			The same of the sa		

Dialog:		
Action: THEY HOLD HANDS	THEY TURN TOWARDS PIT	
Timing:		MAR 0 6 2015



Page 242
day night
1034-211

Sc. 107 and Pni. L. Bg. day night
SA

SA

SA

SA

Sc. 107 conf Pnl. L Bg. day night

Dialog:

BM (song):wefit

Action:

BM JUMPS OVER CLIFF W/ SYBIL

DISAPPEARS INTO PIT, FLOATING

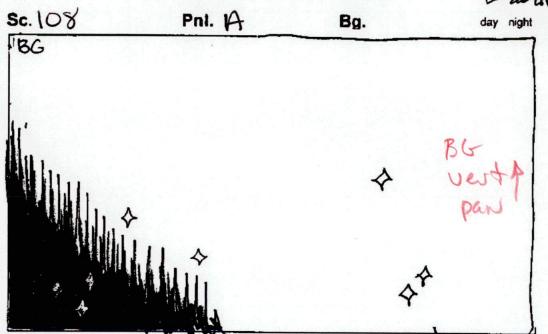
MAR 0 6 2015

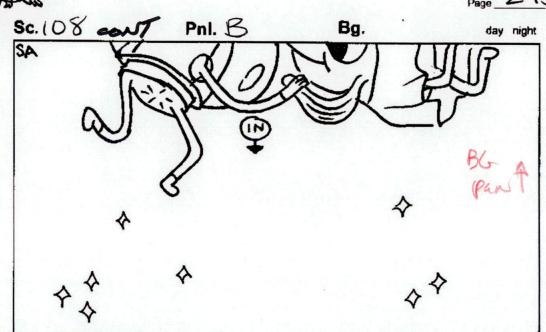
Timing:

Production:









BM (song): yes two

Action:
PIT

BM+ S ROTATE IN FROM ABOVE

Timing:

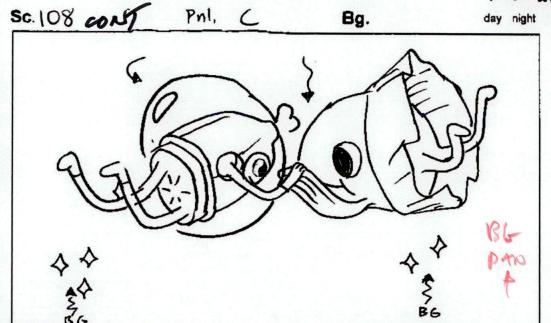
Production:

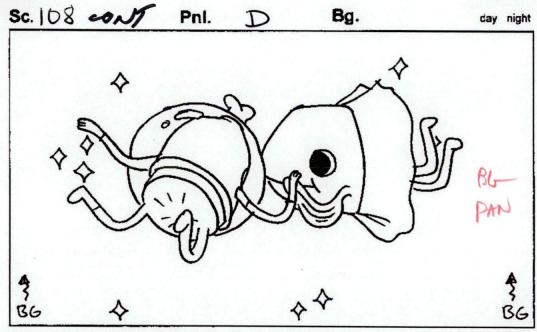
MAR 0 6 2015

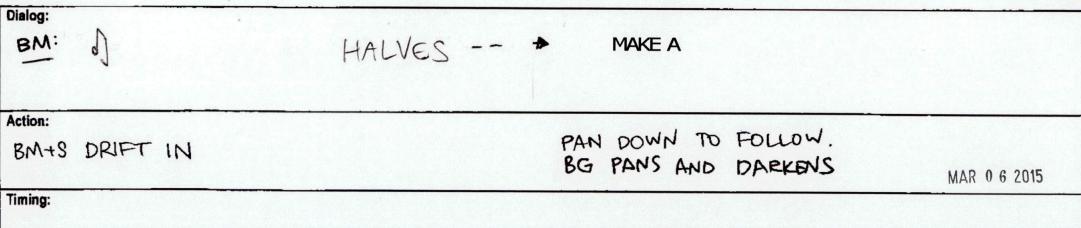
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Page 244







\$ BG ◆

ADVENTURE TIME Sc. 108 conf Pnl. E Bg. day night Sc. 108 conf Pnl. F

\$ 108 cons	Pnl. F	Bg.	day night
~		A	
♦			o
♦ (P	♦

Dialog:		•		
	BM: 1	WHOLE	2	
Action:				
				MAR 0 6 2015
Timing:				•

Bg.



Sc. 108 cont Pni. Bg. 36

Sc. 108 201 Pnl. 3 86

Dialog:

BM: JAND HOLES ARE HOLES !

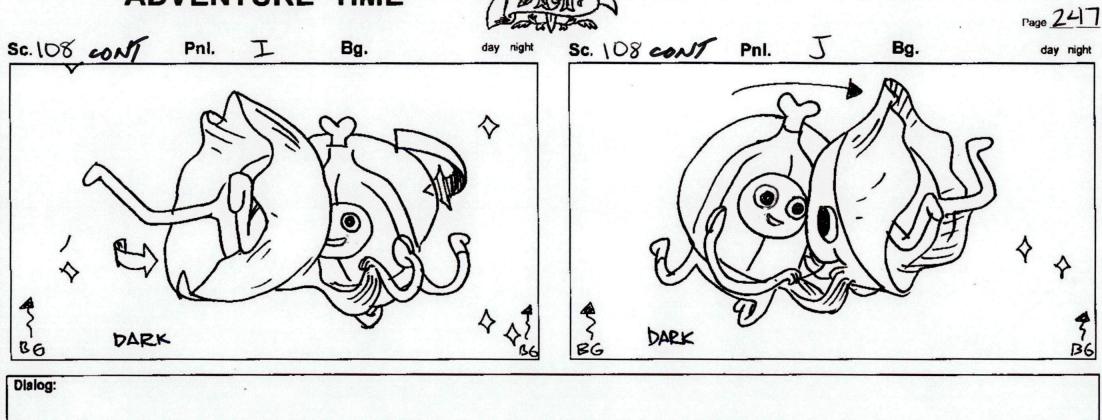
Action:

MAR 0 6 2015 Timing:

Production:

1034-211





Dialog:

Action:

BG IS PARK AT THIS POWT

MAR 0 6 2015

Timing:

Production:

1034-21

1034-21



ADVENTURE TIME



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Pnt. Pr Bg. Sc. 109



Dialog: Action:

IK+BMO RUNNING ON BEACH

Timing:

MAR 0 6 2015

1034/21

ADVENTURE TIME

Sc. 109 cont Pnl



BG

Sc. 109 Pnl. D Bg. day night

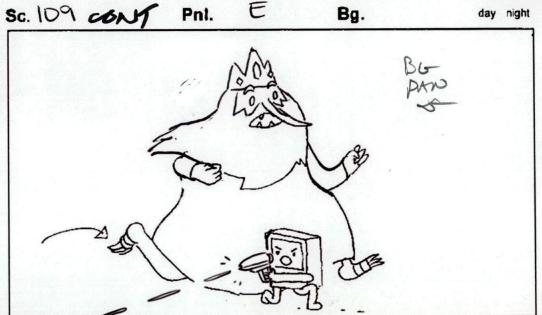
Production

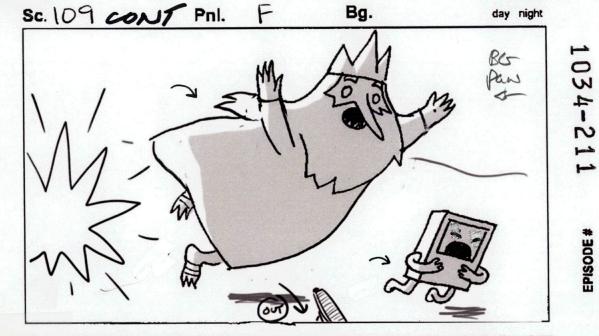
1034/21

EPISODE



Page 250







IK/Bun (grunt)

BMO: UGGHHH

BOTH JUMP-IK MAKES EXPLOSION NOISE
MAR 0 6 2015

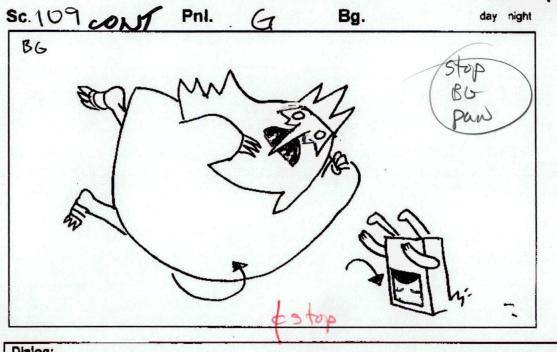
Production:

1034/2

ADVENTURE TIME



Sc. 109 CONT Pol. H Bg. day night AZ



Dialog:

IK: OOF

Action:

BMO LANDS

IK LANDS

MAR 0 6 2015

Timing:

Production:

Sc. 109 CONT Pni. I

42

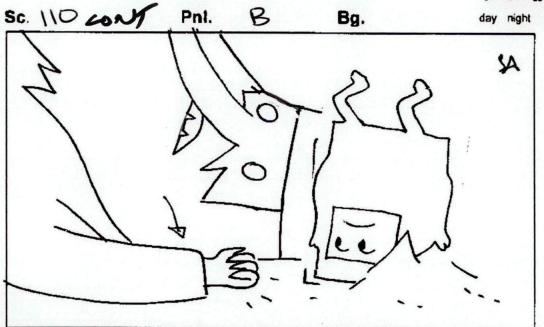


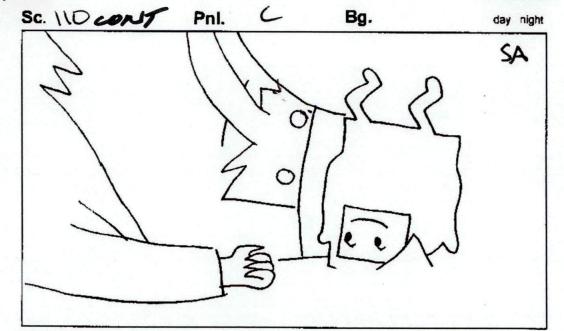
Page 252 Bg. Sc. 110 Pnl. A day night Blo 136

Dialog: Action: THEY SETTLE MAR 0 6 2015 Timing:



Page 253





Dialog: Binan (uo) moute

BM(seat

Action:

IK'S HAND FALLS NEAR BMO

THEY SMILE AT EACH OTHER

MAR 0 6 2015

Timing:



Page 254 SA

1034-211

1034/21

E

Bg.

Sc. 110 conf Pni. SA **公**公 Dialog:

Bu (vo)

Action:

THEY HOLD HANDS

EYES CLOSE.

MAR 0 6 2015

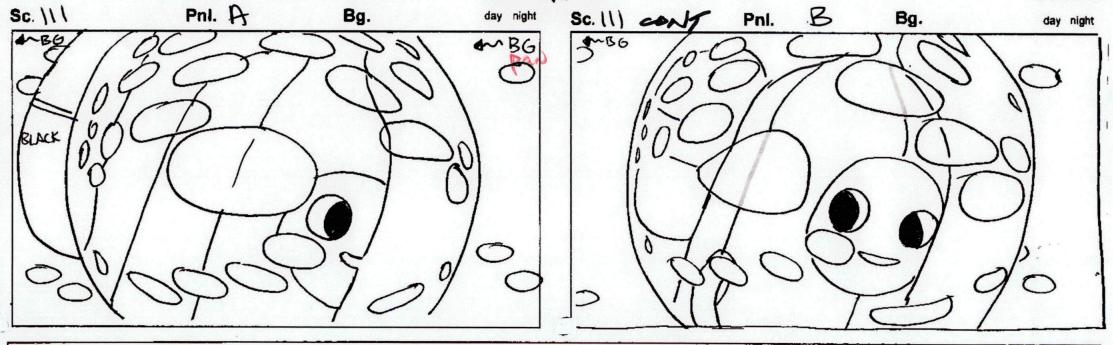
Timing:

Cut

ADVENTURE TIME



Page 255



Dialog:

BW. (10)

Activa

BM WALKS THROUGH LUMINESCENT CAVE. LIGHTS REFLECT ON HIS HELMET.

Timing:

1034-211

EPISODE#

ADVENTURE TIME Page 256 Sc. 111 CONT Pnl. C Bg. Sc. 111 CONT Pnl. Bg. 40BG/ **₩**BG WB6 00 Dialog: HAVEN'T SAID Action: MAR 0 6 2015 Timing:

ADVENTURE TIME	Page 257	
Sc. CONS Pni. E Bg. Sc. CONS Pni. E Bg. Sc. CONS Pni. E Bg. Sc. Cons Pni. E Bg. Sc. Cons Pni. E Bg. Sc. Cons Pni. E Bg. Sc. Cons Pni. E Bg. Sc. Cons Pni. E Bg. Sc. Cons Pni. E Bg. Sc. Cons Pni. E Bg. Sc. Cons Pni. E Bg. Sc. Cons Pni. E Bg. Sc. Cons Pni. E Bg. Sc. Cons Pni. E Bg. Sc. Cons Pni. E Bg. Sc. Cons Pni. E Bg. Sc. Cons Cons Pni. E Bg. Sc. Cons Con	day night Sc. \\ CONT Pnl. F Bg. day night	1034-211 #300SId3
Action: Timing:	MAR 0 6 2015	Production:





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Dialog:

Sybil: [giggling]

Action:

SYBIL SWIMMING THROUGH CAVE. LIGHTS PASSING OVER HER FACE

MAR 0 6 2015

Timing:

Production:

ADVENTURE TIME	
Sc. 1/2 const Pnl. C Bg. day night Sc. 1/2 const Pnl. D Bg. day BG The Const Pnl. C Bg. Dialog: (yo)	
BM: [] Only Just [] Action: MAR 0 6 2015	Production :

1034/211

Bg.

Sc. 1/2 cons Pn1. E



Page 260 ss 113 Pnl. A day night Bg. BG

Dialog:	(VO)		
BM (song);	GIGGLED	GLEEFULLY

VPB : EHH

MAR 0 6 2015

FIJ WALKING TOWARDS UPBF, WHO BACKS UP

Timing:

Action:

FIN+TAIL FLAP IN AB PATTERN



Production:

034/211

B6~~



Sc. (IH Pnl. A Bg. day night

BG

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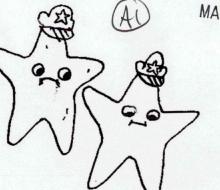
A 211

3000Std3

Pnl. B	Bg.	day nigh
7		
	M	
	1 3	
**	>	h
200 M	\ \ \	3
1 KAC	1 V V	
34 P	. ~	
	Pni. b	

VPB:: SECURITY BM (song); But already

- THEY LOOK AROUND (



MAR 0 6 2015

Production:

Action:

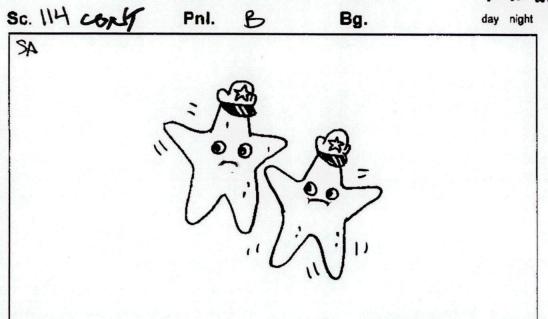
Timing:

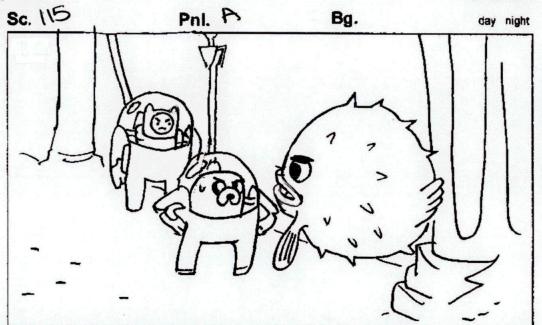


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1034/21





Dialog:

VPK:*PANT PANT*

BM (song): I know that

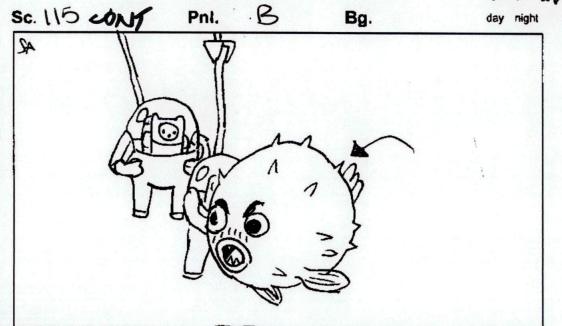
Action: -GUARDS TWITCH IN PLACE (NEFFECTUALLY

MAR 0 6 2015

Timing:



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Sc. \\Secont Pnl. \(C\) Bg. day night

Dialog:

Action:

VPBF TRIES TO ESCAPE OUT LEFT

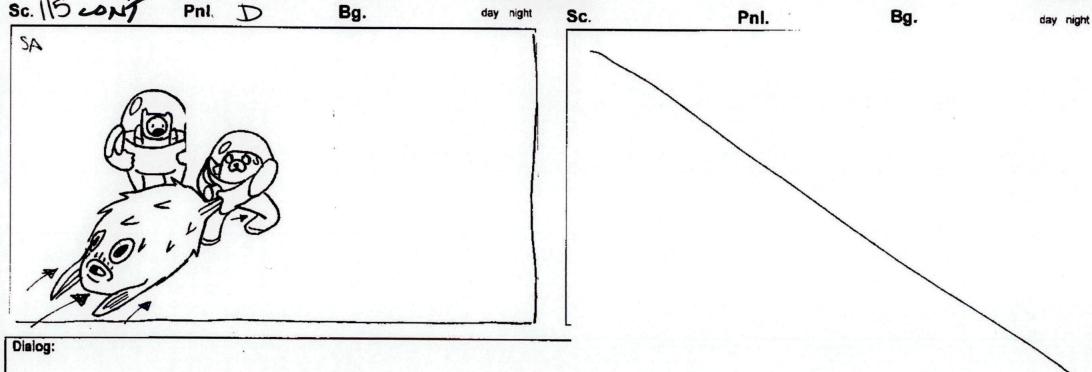
JAKE GRABS VPBF BY TAIL

MAR 0 6 2015

Timing:

ADVENTURE TIME Sc. 115 CONT PAIL D Bg. AZ





1034-211

Action:

JAKE PULLS PUFFERFISH BACK

Timing:

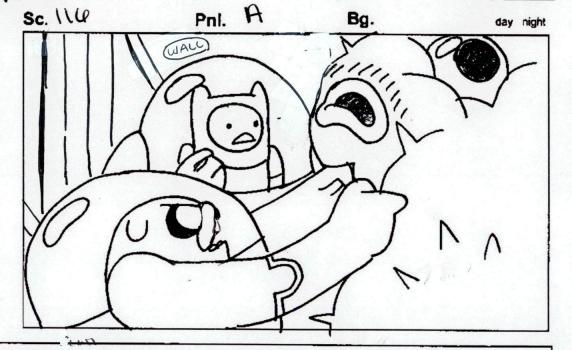
MAR 0 6 2015



1034-

034/

Sc. 115 CONT PNI. E



Dialog:

SFX: MCRASH +

Bw (VO)

Action:

I SLAMS VPB- AGAINST WALL

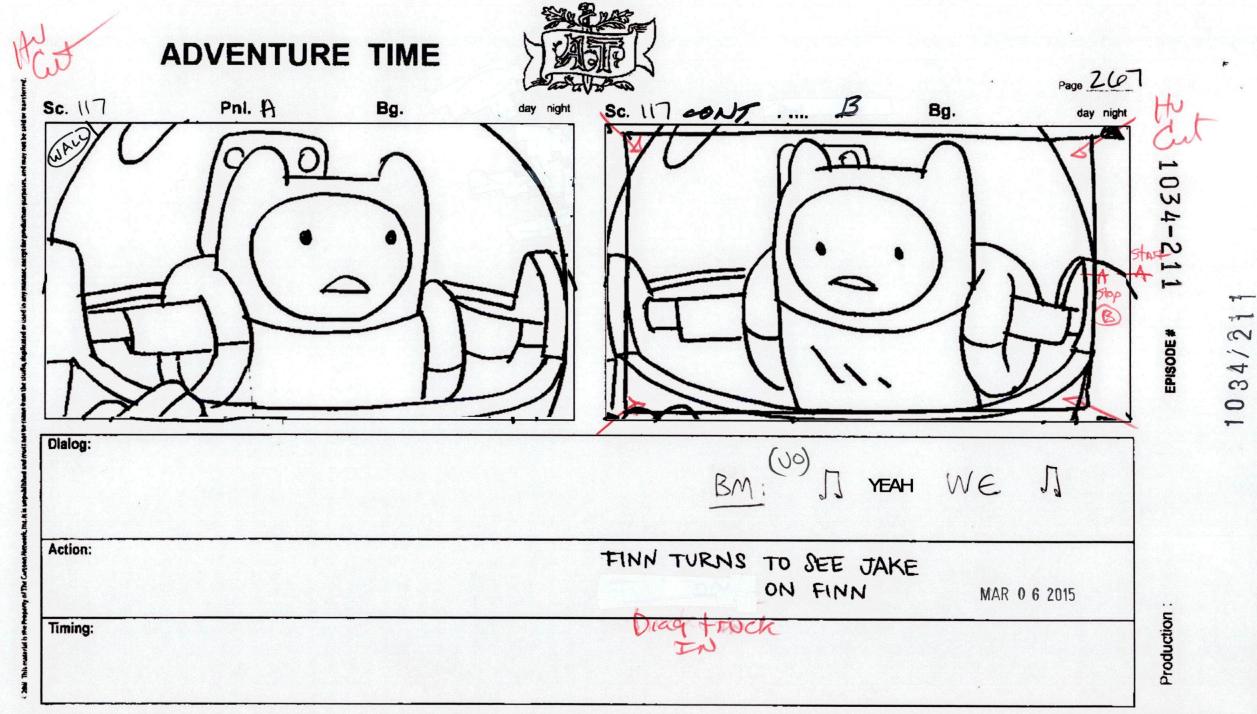
Timing: FIN FLAPS



JAKE SHAKING VPBF

MAR 0 6 2015

ADVENTURE TIME	Page Zula
Sc. 110 CONT Pnl. B Bg.	day night Sc. (U CONT Pnl. C Bg. day night
	SA SA
Dialog: (10) BM: JJ FIT J	SFX: * STRETCH X
Action:	JAKE'S HEAD EXPANDS TO FILL HELMET
Timing:	MAR 0 6 2015



Action:

Timing:

ADVENTURE TIME



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Sc Pnl. Bg. day night Sc. 118 Pnl. H Bg. day night

BM (song): fit

JAKE SHAKING VPB ON AB PATTERN

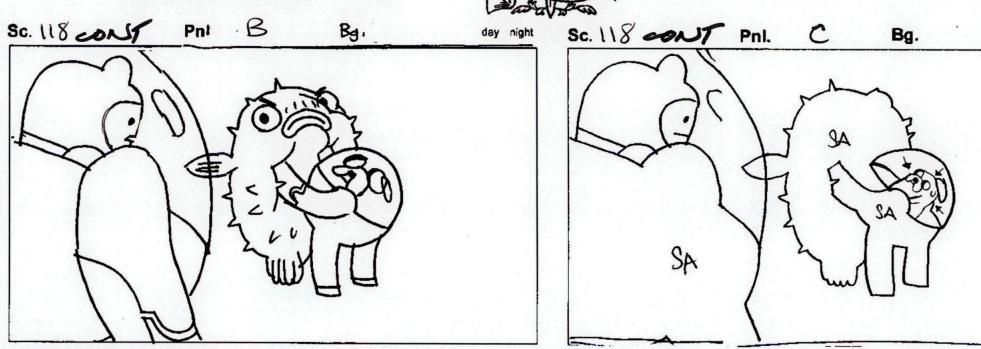
MAR 0 6 2015



Production

1001/01+





Dialog:

Action:

JAKE TURNS + STOPS SHAKING-

JAKE SHRINKS BACK TO NORMAL SIZE

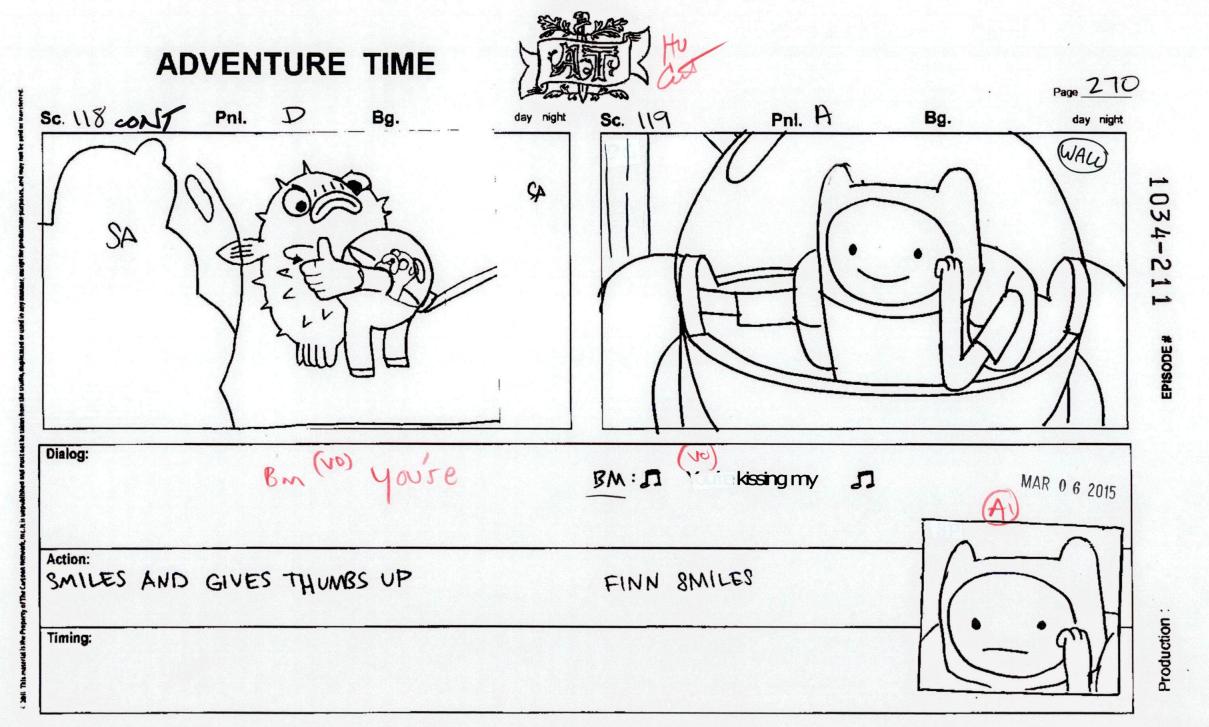
Timing:

1000

MAR 0 6 2015

Production:

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ADVENTURE TIME Sc. 119 CONT PNI. B Bg. AR



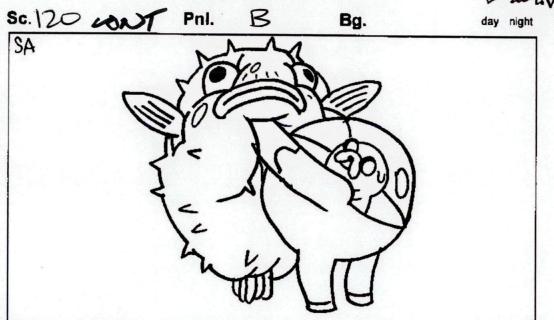


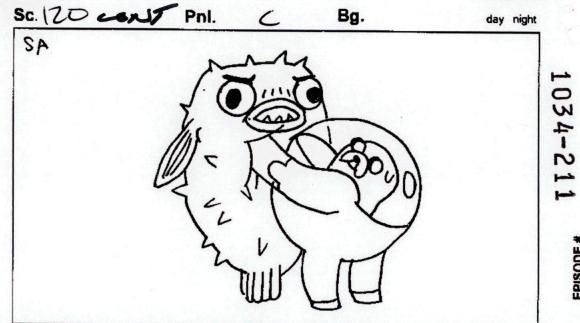
Dialog: Bur (vo) HELMET BM (song): space Action: LEANS ON ARM - J SMILES MAR 0 6 2015 Timing:

Production:

034-211







Dialog: Action: PUSHES UPBF AGAINST WALL MAR 0 6 2015 Timing:

Production:

ADVENTURE TIME Sc. 120 cont Pril. D Page 273 Pnl. A Bg. Sc. 121 Bg. 86 Dialog: Action: CAVERN MAR 0 6 2015 Timing:

Production:

day night

1034-

N



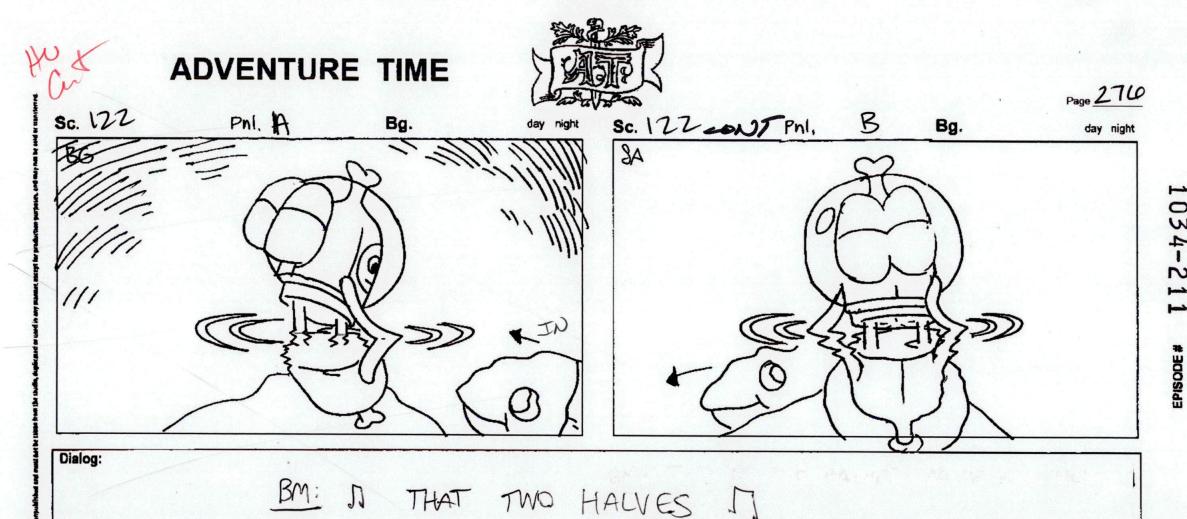
Sc. 121 cont Pni. B Sc. 121 cont Pnl. C Bg. Bg.

Timing:				MAR 0 6 2015	
Action:					
-	BM: 17	AND ALREADY	I KNOW	U	
Dialog:			4 11 mm 1 2 2 7 7 1 4		



275 Sc. 121 00 Pnt. D Bg. Sc. 121 CONT Pril. E Bg. Dialog: Action: - BM WALKS UP TO SURFACE OF WATER ON UNDERWATER HILL MAR 0 6 2015 Timing:

1034-211 #adosida



Action: SYBIL STANDS ON HILL

AND SPINS AROUND WATCHING SYBIL

Timing:

MAR 0 6 2015



Sc. 122 conf Pnl. D Bg. day night

SA

SC. 122 CONS PRI. C Bg. day right

Dialog:

BM: I MAKE A WHOLE of

Action:

SYBIL 8WIMS OFF-SCREEN

BM LOOKS DOWN AT REFLECTION

Timing:

MAR 0 6 2015



ADVENTURE TIME Page 278 Sc. 122 cont Pal. E Pnl. A Bg. Sc. 123 Bg. 86 Dialog: [SONG ENDS] Action: BM ROLLS DOWN HILL MAR 0 6 2015 FALLS INTO WATER Timing:

034 - 2

ADVENTURE TIME



Page 279 Sc. 123 cont pril. B Sc. 123 CONT Pol. C Bg. Bg. 42 SA

Dialog:

Action:

BM ROLLS DOWN HILL SYBIL SWIMS ONSCREEN

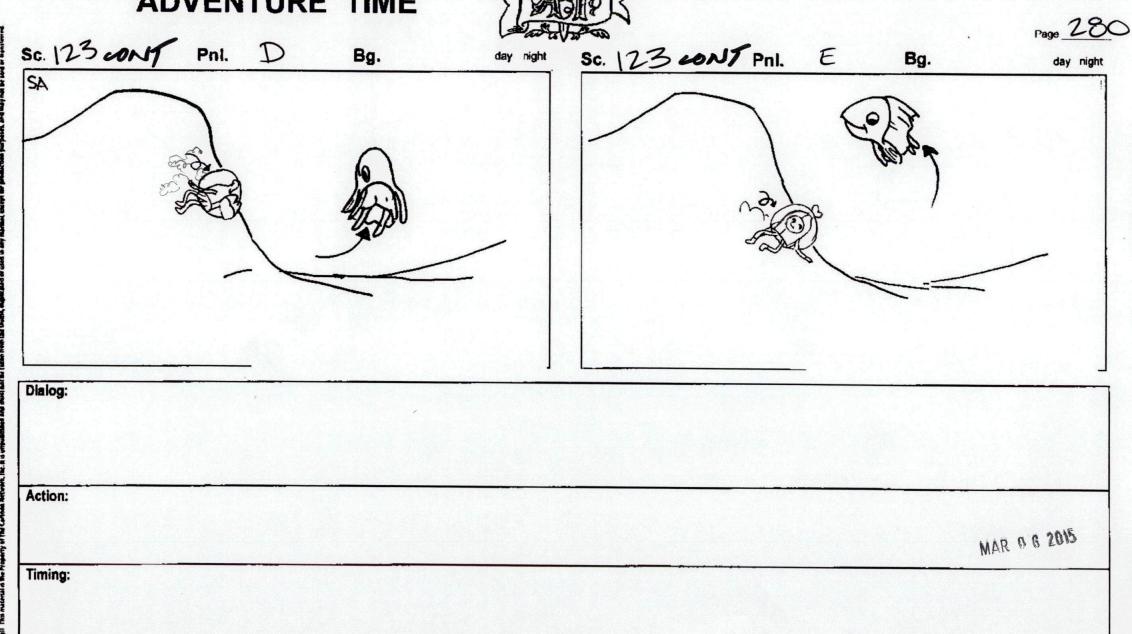
Timing:

MAR 0 6 2015

1034-211

ADVENTURE TIME





SA

ADVENTURE TIME



Page 281 Sc. 123 cont Pni. F Sc. 123 cont Pnl. Bg. Bg. SA × X

Dialog: Action: SYBIL SWIMS AROUND TO STOP BESIDE BM SLIDES INTO SITTING POSITION MAR 0 6 2015 Timing:



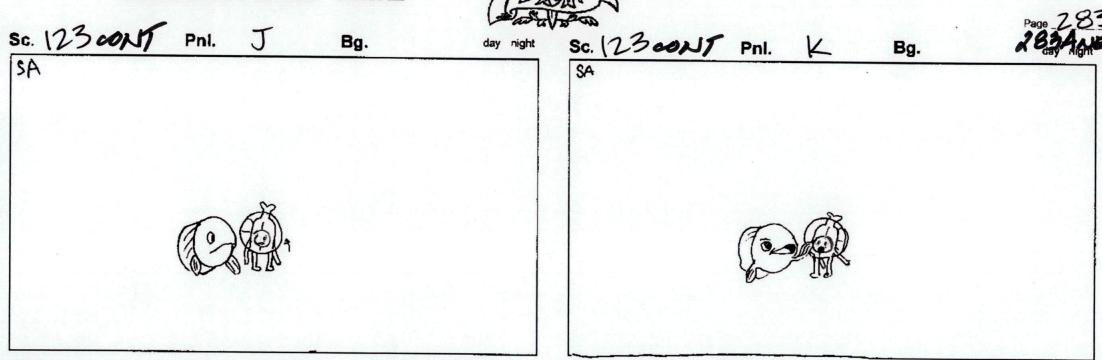
Sc. 123 const Pnl. H Bg. day night Sc. 123 const Pnl. I Bg. day night

SA

1034-211

Dialog:	
	BM: + SIGH * THIS HAS BEEN SO NICE
Action: THEY LOOK AT EACH OTHER	0.015
Timing:	MAR 0 6 2015





Dialog:

BM. BUT I SHOULD PROBABLY GO HELP MY
FRIENDS FIND PRESIDENT PORPOISE...

Action: H/U

BM RISES

SYBIL: EH, COME ON, WHO CARES?

MAR 0 6 2015

Timing:

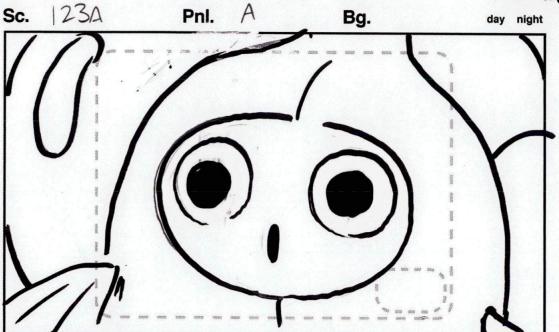
Timing:

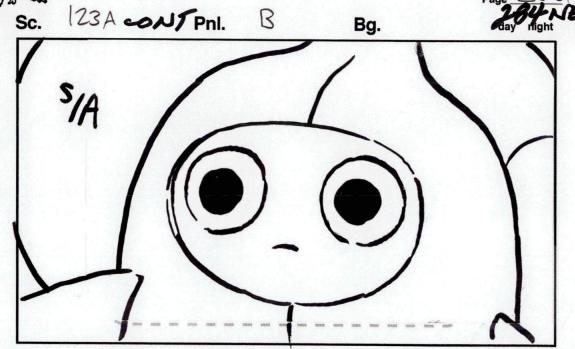
Production

03









Dialog:				260	
	BMAN	OH ./		, ,	
Action:					MAR 0 6 2015
Timing:					





Page 284

03

2

Sc. 123 B Pnl. A Bg. day night

Sc. 1238 MFPnl. B., Bg. day night

Dialog:

BM

UH ... BUT HE'S YOUR PRESIDENT ..

S'NATIONAL POLITICS DON'T REALLY



B



Action:

SYBIL PULLS BM BACK DOWN TO SITTING POSITION

MAKES 'PSHAW' GESTURE

MAR 0 6 2015

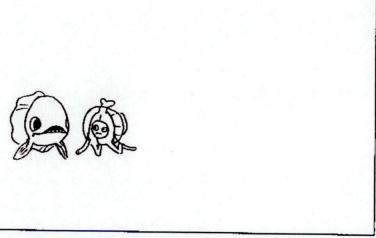
Timing:

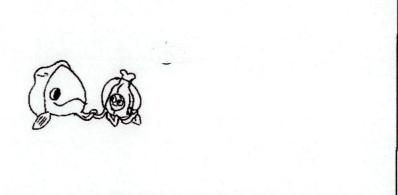


Sc. 123 B cont Pni.

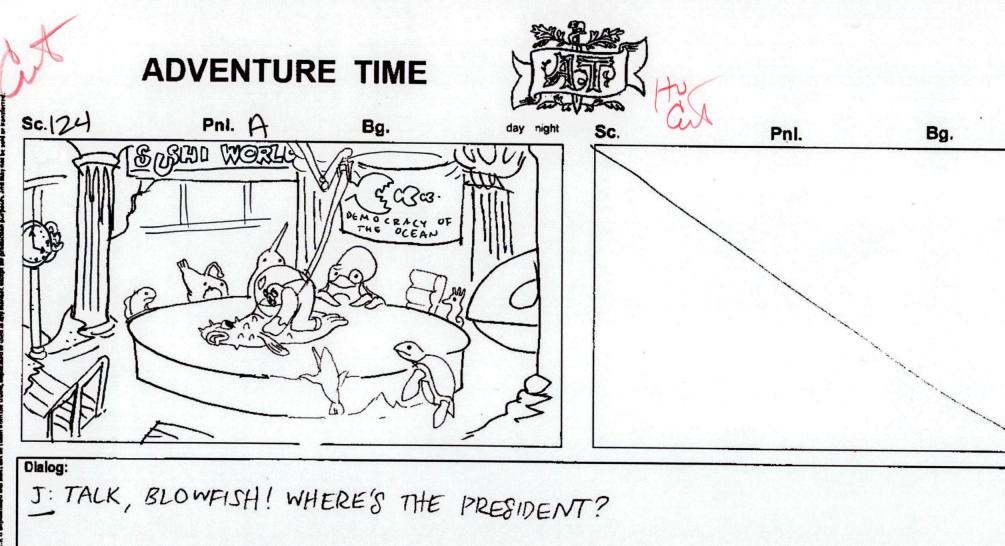


Page 285 Sc. 123 B CONT PNI. D Bg. day night 1034-211





Dialog:	DM.			
S: REPRESENT MY INTERESTS	1 BM:	Ha	OKAY.	
Action:				
			(01)	MAR 0 6 2015
Timing:			56 685	



MAR 0 6 2015

Timing:

Action:

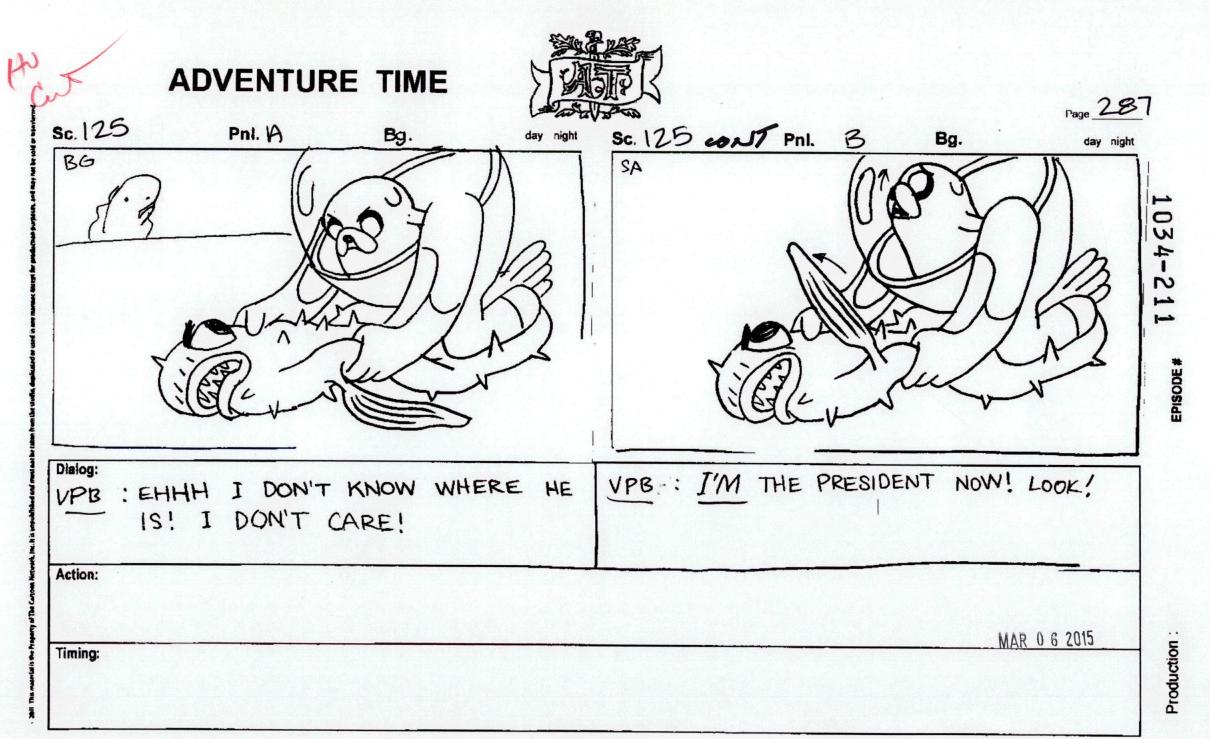
JAKE HOLDING VPBF DOWN ON TABLE

Production:

Page 286

1034-211

EPISODE #

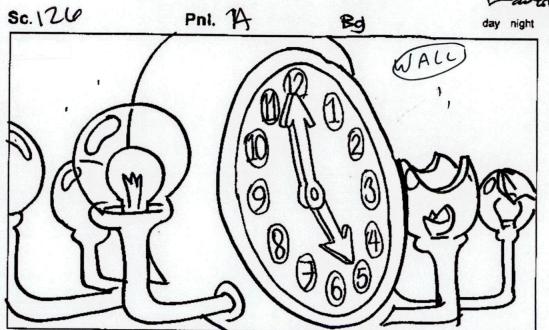


1034-211

ADVENTURE TIME



Page 288



Sc. 1240 conf Pnl. B Bg. day night

Dialog:

VPB (Ols) HAHAHA!

SFX: JOONG J

Action:

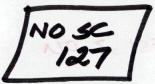
BIG TACKY MALL CLOCK

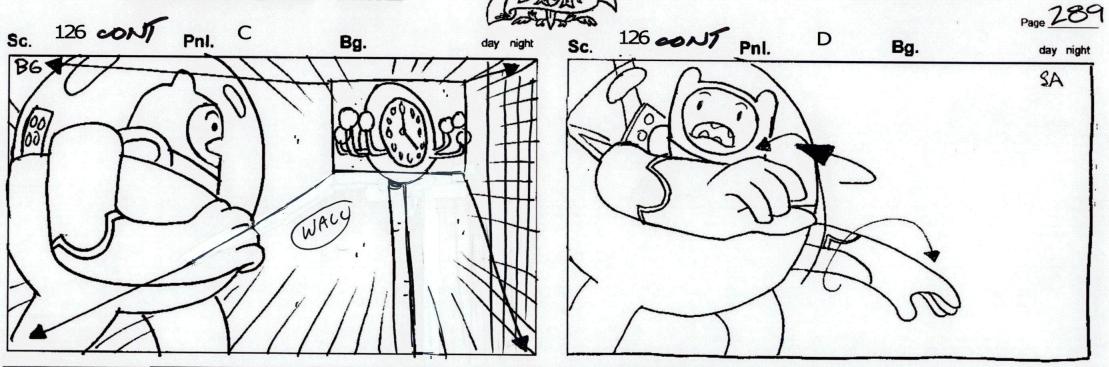
STRIKES FIVE

MAR 0 6 2015

Timing:







Dialog: SFX 1 DONG!1

OH NO BRO!

Action:

-TRUCK OUT TO INCLUDE FINN.

MAR 0 6 2015

Timing:

Production:

03

Sc. 128

ADVENTURE TIME

Bg.

Pnl. A



Page 290 Sc. 128 CONT Pol. B Bg. day night SA 1034-211

THE CONTRACTOR OF THE PARTY OF		A ROOM
SFX: JDONGJ	SEAHORSE: NO SFX: FEEDBACK SQUEAL	
Action:		MAR 0 6 2015
Timing:		WAN O G EGIS

Production:

EPISODE #

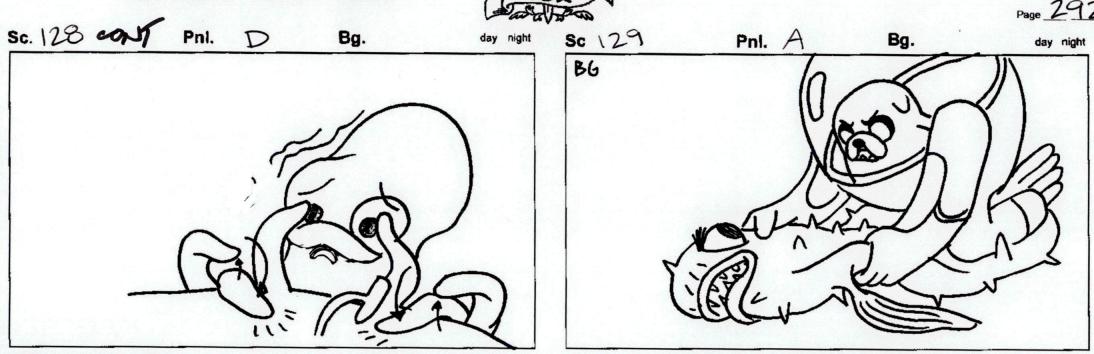


Page 291 Sc. Pni. Sc. 128 CONT Pnl. C Bg. Bg. Dialog: DONOT JEX: BANG BANG BANG Action: SO BANGS TENTACLES ON TABLE MAR 0 6 2015 Timing:

1034-21



Page 292



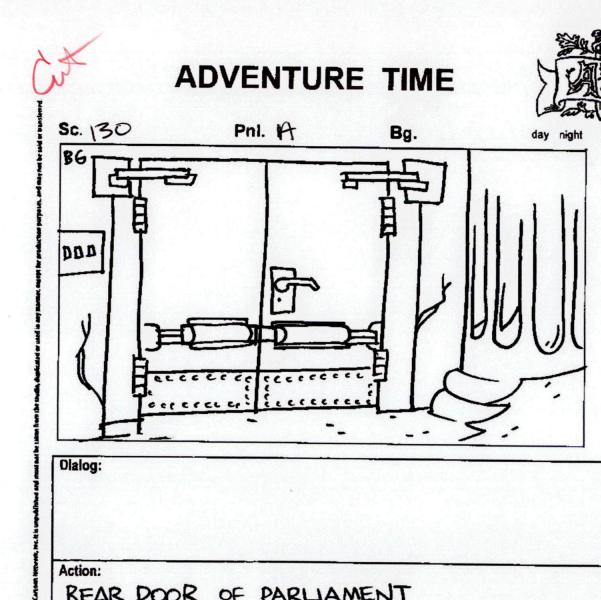
Dialog: SO: AGREE VPB: SFX: * BANG BANG *

Action:

SO BANGS ARMS ON TABLE

Timing:

MAR 0 6 2015





Page 293 Sc. 130 CONT Pol. B Bg. SA

SFX: * CHKK *

REAR DOOR OF PARLIAMENT

DOOR SWINGS OPEN, REVEALING P. PORPOISE

Timing:

Production:

1034-2

MAR 0 6 2015



Sc. 130 corr Pnl. C Bg. day night Sc. 130 court Pnl. D Bg. day night SA

SFX: JOONGJ

P. PORPOISE: LONG STRING OF CLICKS AND WHISTLES

Action:

- P. PORPOISE APPEARS IN POORWAY

Timing:

Production:

MAR 0 6 2015

Dialog:

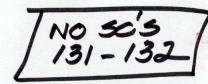
Action:

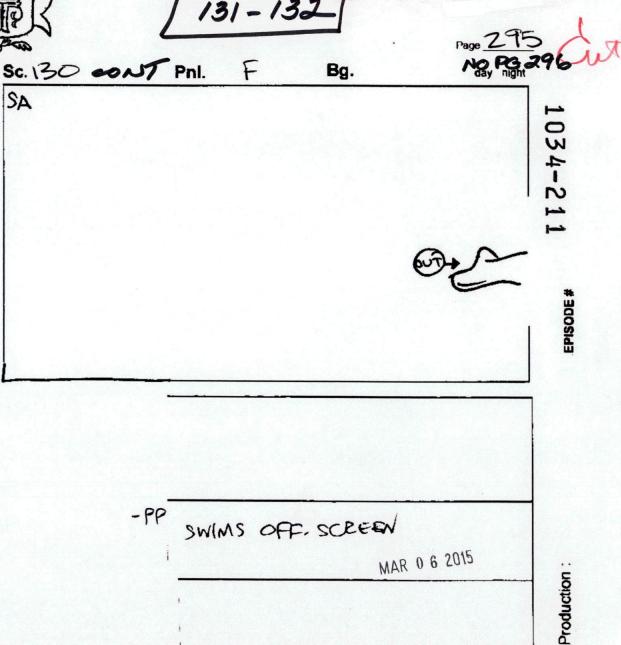
Timing:

HE SWIMS IN 5)

ADVENTURE TIME Sc. 130 CONT Pnl. E Bg. 42







034/21



Sc. 133

Pnl. A

Bg. day night

Sc. 134

Pnl. A

Bg. day night

Sc. 134

Pnl. A

Bg. day night

Sc. 134

Pnl. A

Bg. day night

Dialog:

VPB: [GASP!]

Action:

BLOWFISH LOOKS SHOCKED

- PARLIAMENT IS SILENT

MAR 0 6 2015

Timing:

Production:

034-211

Page 298 Sc. 134 CONT Pol. Bg. E. SUEX OL

ADVENTURE TIME Sc. 134 cont Pni. B Bg. Dialog:

Action: SWIMS AROUND TABLE P. PORPY SE SWIMS IN ON ABC PATTERN E SAEY OF FOREX OF Timing:

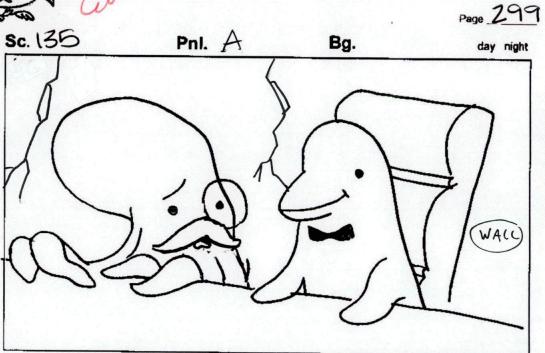
1034/211

Production:

1034-211

ADVENTURE TIME Sc. 134 CONT Pnl. P Bg. 48 Dialog:





Dialog:

So: PRESIDENT PORPOISE!

MAR 0 6 2015

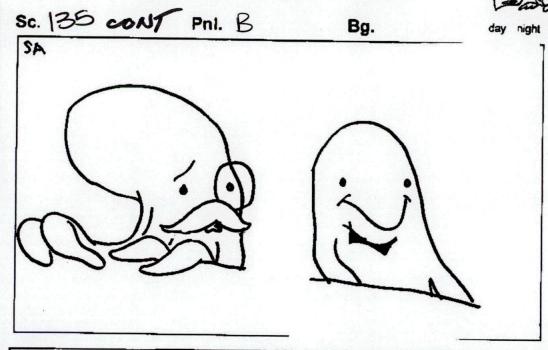
Timing:

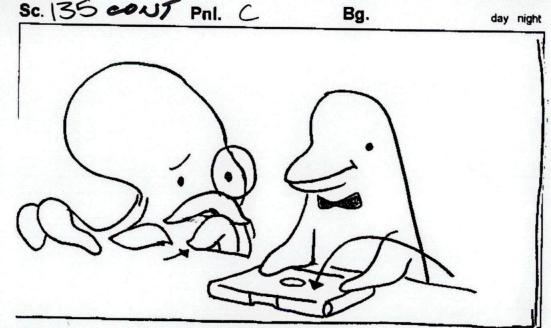
PP SITS DOWN.

Production:



Sc. |35 CONT Pril. C Bg. day night

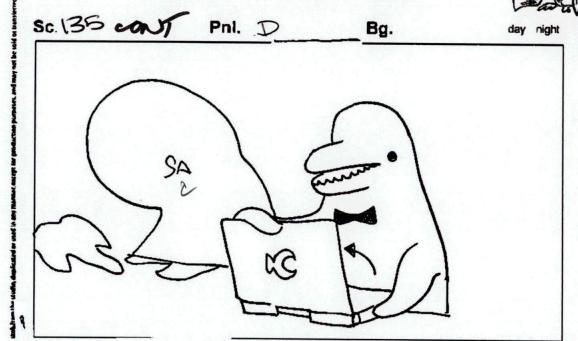




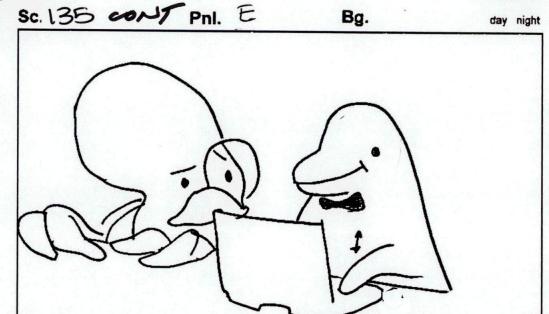
So: BUT-	30:	WHERE	
Action:	PP PULL	S OUT LAPTOP	
Timing:			MAR U 6 2015

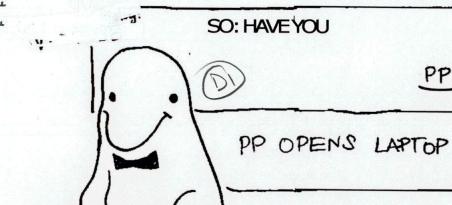
Production:





PP: *CHATTERS*





0

34/

SO: WHAT? A THREE-DAY WEEKEND?

Production:

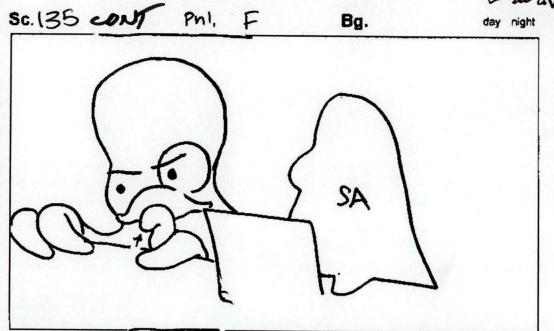
1034/211

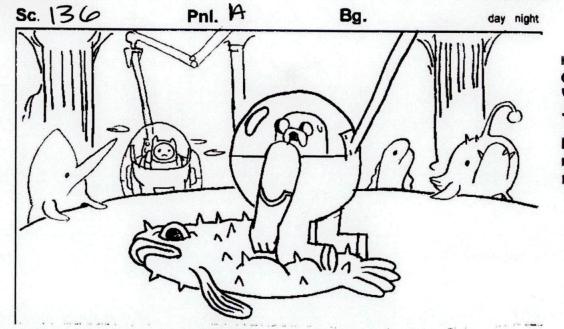
MAR 0 6 2015

Page 301



Page 302





Dialog:

SO: I DON'T REMEMBER YOU MENTIONING THAT ..

PP (0/s): *CHATTER*

Action:

SO FRONNS

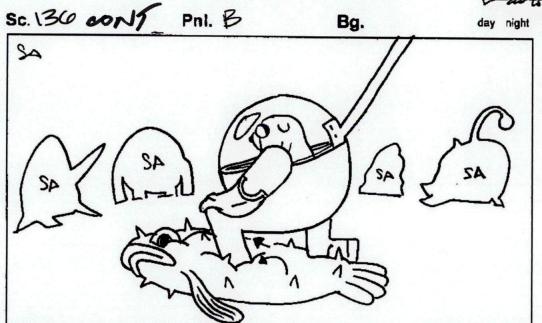
MAR U 6 2015

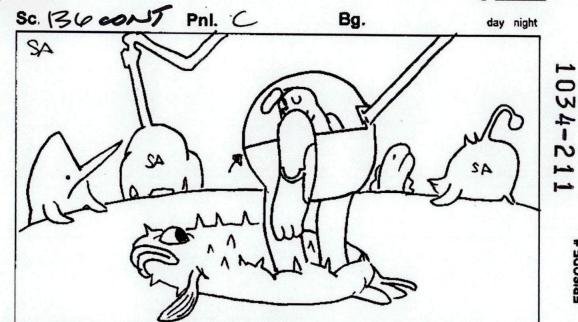
Timing:

Production :



Page 303





Dialog:
SO(O/S): ITIEDASTRING?

Action:
JAKE STANDS UP

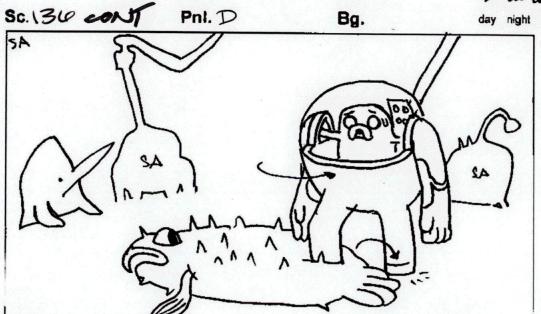
JAKE STANDS

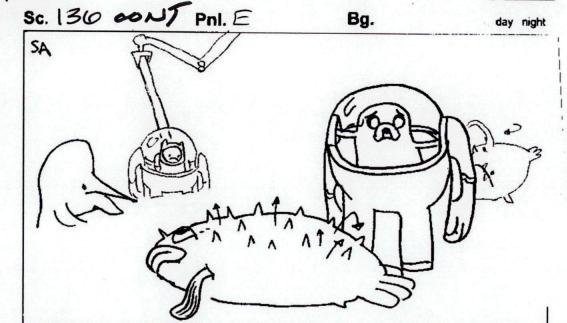
MAR 0 6 2015

Production:









Dialog:

ON MY TENTACLE TO REMIND MYSELF?

SFX: HISS OF AIR AS VPBF REINFLATES

MAR 0 6 2015

Action:

JAKE STEPS OF YPBF

JAKE STEPS OFF, VPBF REINFLATES

JAKE LOOKS AT VPBF:

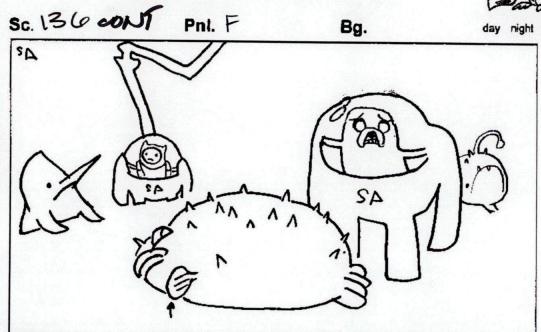
Timing:

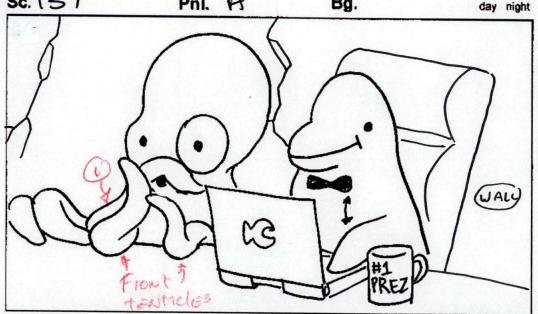


Droduotio



Page 305 Sc. 137 Pnl. A Bg. day night





Dialog: SO: NOPE .. PP: * CHITTER * Action: PP TYPING AB PATTERN JAKE LOOKS UP, LOOKING GUILTY SO COUNTING ON TENTACLES MAR U 6 2015 Timing:

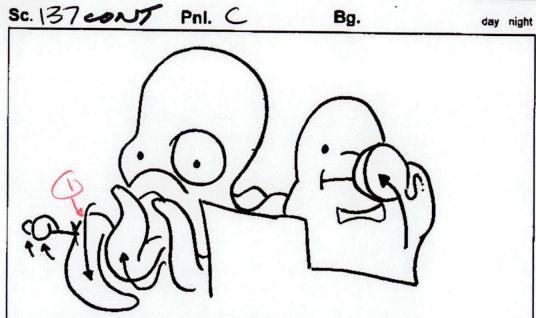
Production:

1034-2



Page 306

Sc. 137 conf Pnl. B Bg. day night



P Front TENTICLE

Dialog:

SO: NOPE...

Action:

PP REACHES FOR COFFEECUP

PP DRINKS COFFEE

MAR 0 6 2015

Timing:

Production:

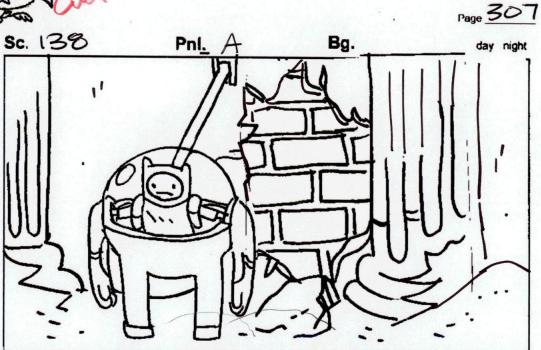
1034/211

1034-2

ADVENTURE TIME



Sc. 137 cont Pni. D Bg. day night



Dialog:

SO : NOPE ... NOPE .. NORE

MAR 0 6 2015

Action:

SET CUP BACK DOWN

FINN GLANCES AT BROKEN WALL



Timing:

Production :

Sc. 138 CON	ADVENTUR	E TIME Bg.	day night	Sc. 13800	NT Pnl. C	Bg.	Page 308		الما
					A REPORT OF THE PROPERTY OF TH			1034-211 #adosida	
Dialog:	SO: NOPE			2.0): (60) OH./				
Action:				FINH MOVES	TO COVER	2 Broken was	MAR 0 6 2015		
Timing:								Production :	



Page 309

Sc. 138A Pnl. A Bg. (WALL) CB

Sc. 138A CONT Pnl. B Bg. day night AZ SA

Dialog: SO: WELL I'LL BE! Action: RAISES ARM Timing:

ISNTIT ALWAYS ON THE LAST ARM YOU CHECK?

HOLD UP TENTACLE TURNS TO PP

MAR 0 6 2015

BI

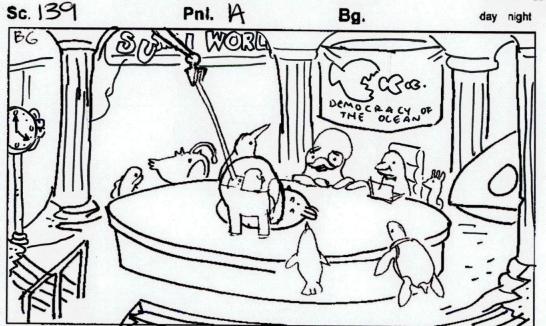
Production:

2





Page 310



Sc. 139 A CONT Pol. A Bg. day night 034-N -

Dialog: SO: PLEASE, FINN AND JAKE - WHEN YOU RETURN TO DRY LAND TELL NO ONE OF OUR LAX RECORD-KEEPING HERE

SFX: *INFLATING*

The work with the Co

J: AH, DON'T WORRY, SECRETARY OCTOPUS.

Timing:

Action:

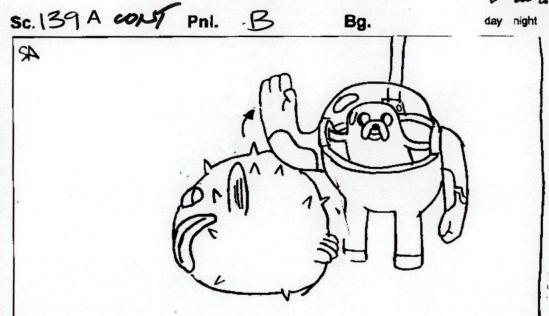


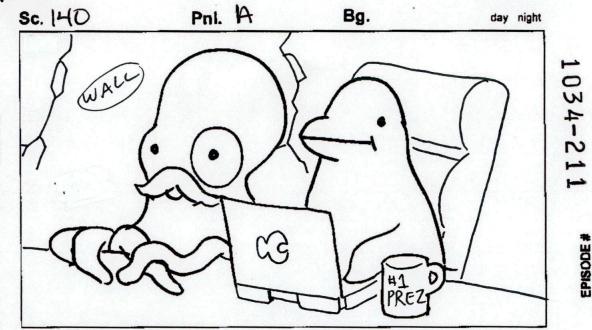
MAR 0 6 2015

Production:



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Dialog:

J: WE WOULDN'T WANNA DEFLATE ANYONE'S EGO!

Action:

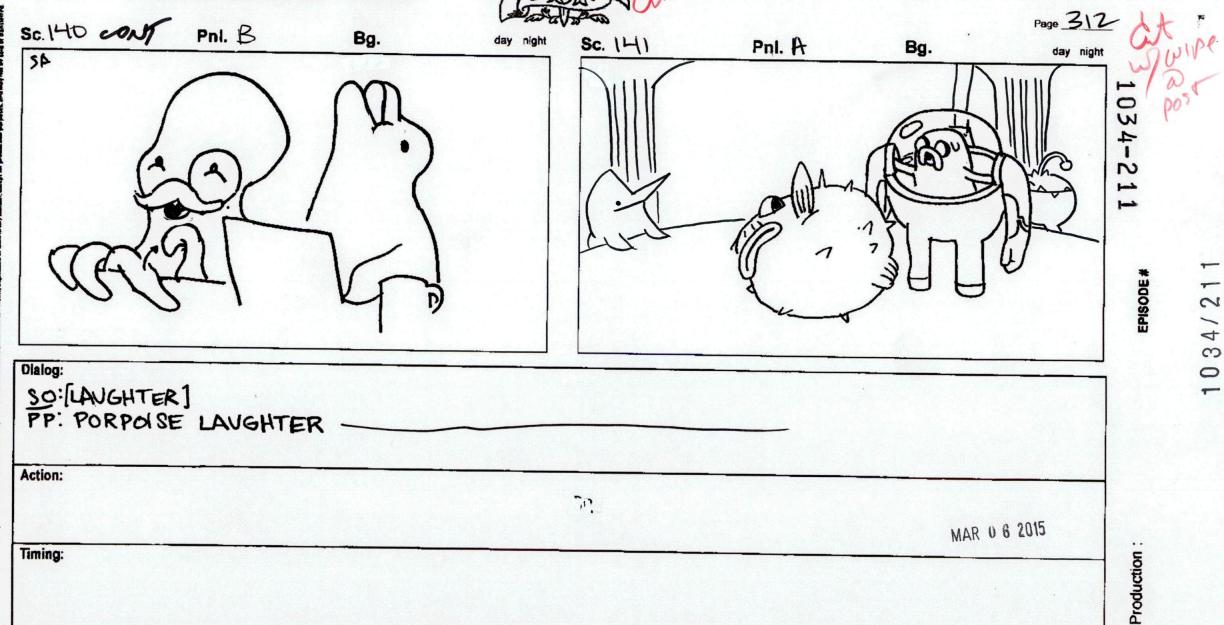
"P8HAN" GESTURE VPBF INFLATES

Timing:

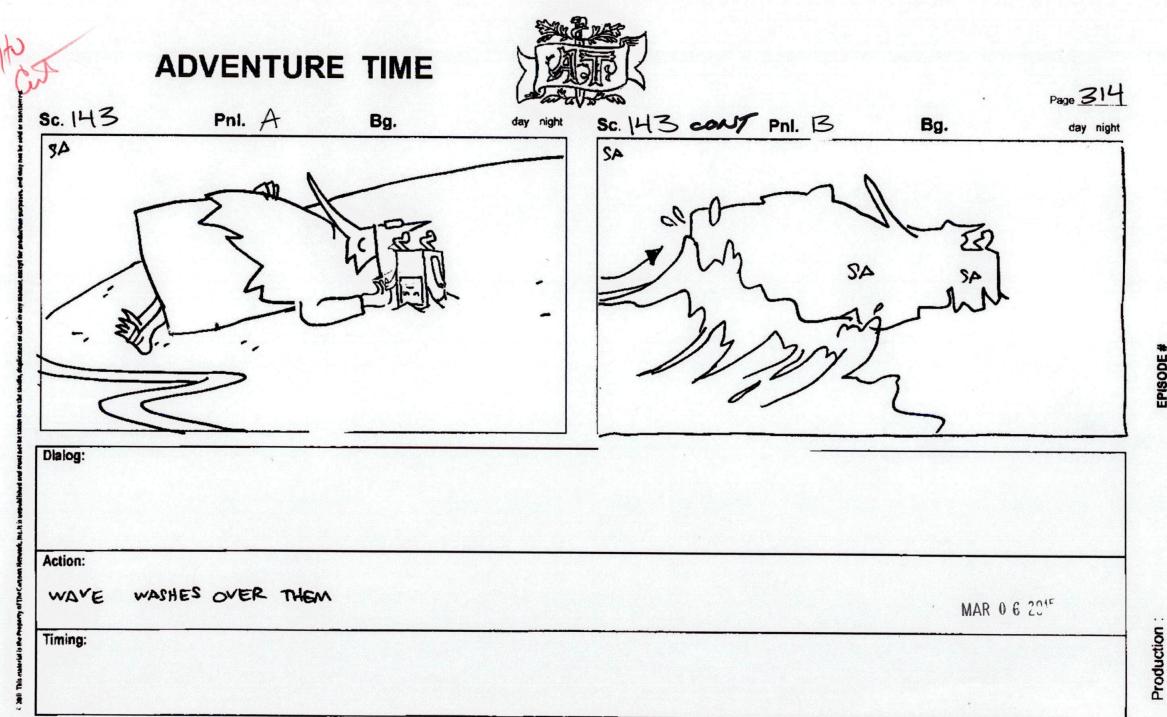
1034/211

Production:





	ADVENTURE	TIME	T VAIS	P)			212	
Sc.	Pni.	Bg.	day night	sc. 142	Pni. A	Bg.	Page 313	HU
			Cute			7		1034-
			post	A CONTRACTOR OF THE PROPERTY O				-211
				A STATE OF THE PARTY OF THE PAR				EPISODE#
Dialog:			· ·					
Action:			•	BEAUTI FUL	- SUNSET B	EACH SCENE	1 5	
Timing:						MAR 0 6 2015	- Was	-
							WATER 10	RIPPLES 34/21



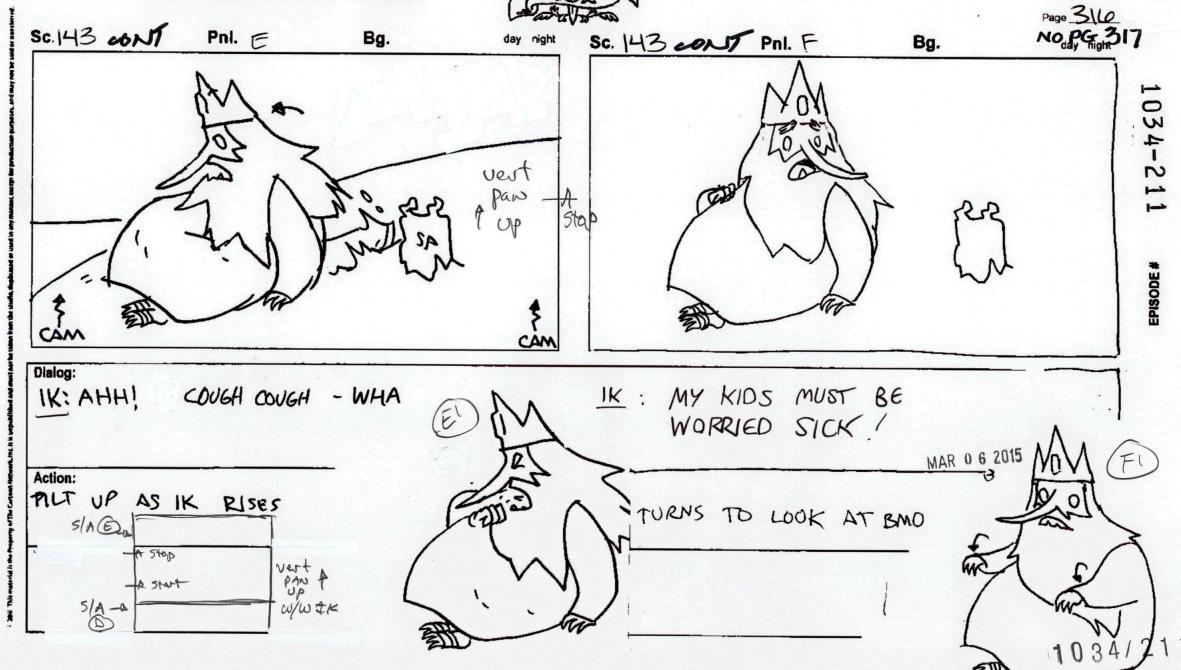
	_
	0
1	W
	4/
	N
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	_

ADVENTURE TIME Sc. 143 ON Pnl. C Bg.	day night Sc. 143 CONT Pnl. D	Bg. Page 315
SA S		MOTRES A Start Vest Pan
Action:	IK: UH!!	
WAVE WASHES BACK Timing:	IK WAKES UP	MAR 0 6 2015

1034/211

EPISODE#





Timing:

ADVENTURE TIME Sc. 143 con Pni. G . Bg. Sc. 143 CONT Pnl. H. Bg. Dialog: IK: EH! IK: I'M COMING, BABIES MAR 0 6 2015 Action: IK RISES AND RUNS OF BEACH

Production:

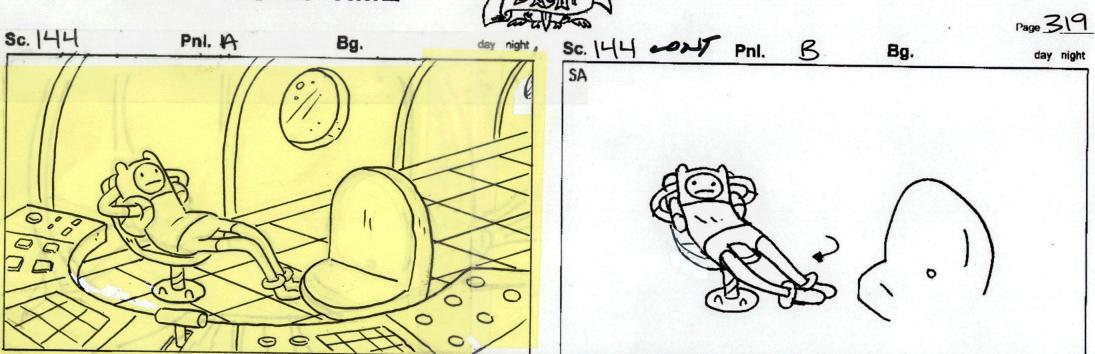
1034/211

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1034-2

ADVENTURE TIME





Dialog:

SFX: INCOMPREHENSIBLE HIGH-PITCHED BABBLE -

Action:

FIJ HANGING OUT IN SUBMARINE.

FINN ROCKS BACK AND FORTH IN CHAIR.

MAR 0 6 2015

Timing:

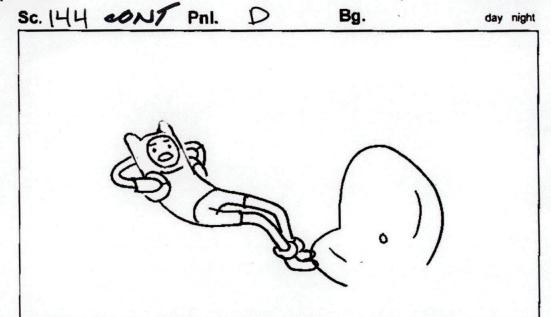
1034/211

Production:



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Sc. 144 conf Pnl. C Bg. day night



Dialog:			
HIGH-PITCHED	BABBLE	CONTINUES	->

FINH: MAN, I CAN'T UNDERSTAND A WORD YOU'RE SAYING.

Action:

MAR 0 6 2015

Timing:

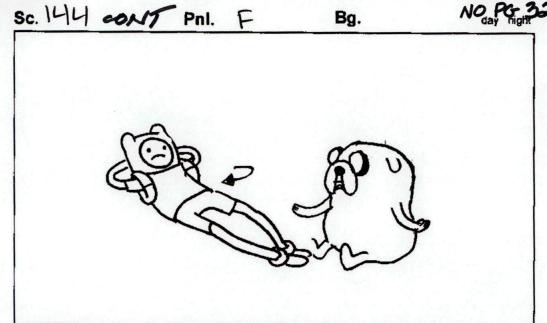
Production:

1034-211





Sc. 144 conf Pnl. E Bg. day night



Dialog:

J: OH, SORRY

J: I SAID, WHERE'S BANANAMAN?

Action:

JAKE GROWS UP TO FULL SIZE

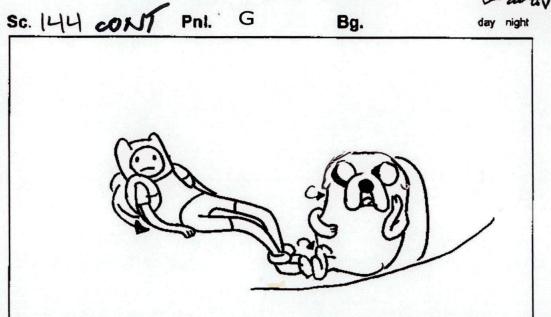
MAR 0 6 2015

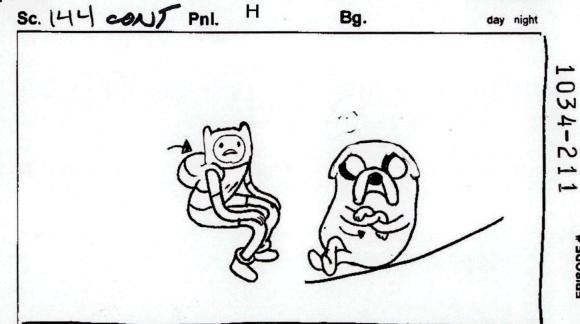
Timing:

Production:

1034-211







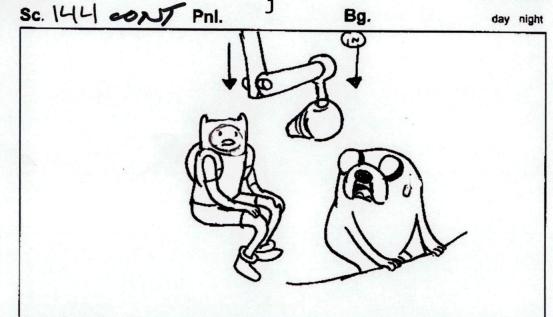
Dialog: J: WE'RE GETTING LOW ON AIR AND I'M F: THAT IS KIND OF WORRYING .. PREAKING OUT A BIT, Action: JAKE SQUIRMS Timing: MAR 0 6 2015

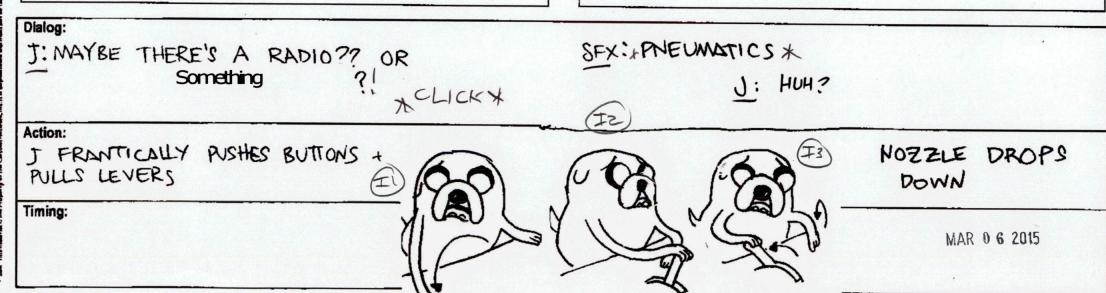
Production:



Page 324

Sc. 144 conf Pnl. I Bg. day night





Production

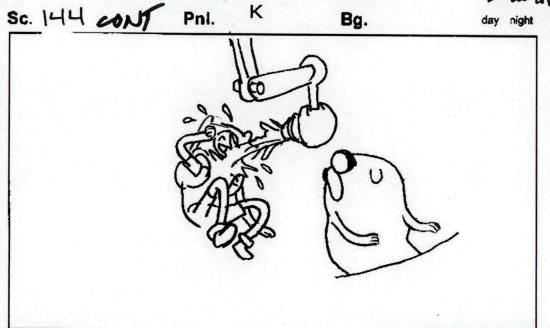
034-2

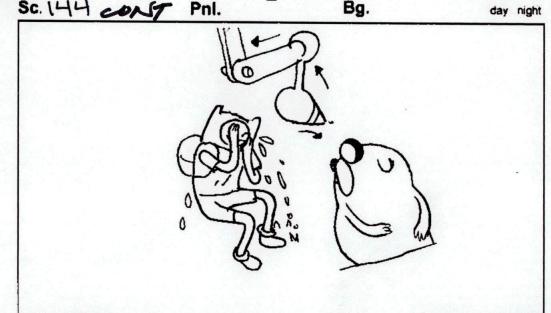
034-211

ADVENTURE TIME



Sc. 144 CONT Pol. Bg.





Dialog: F: AHH! F: HA HA HA! MAR 0 6 2015 SFX: PNEUMATICS Action: _NOZZLE SPINS TO FACE NOTELE SQUIRTS FINN JAKE - JAKE LOOKS UP Timing:

1034/211

X



ay night Sc. [44 cours Pnl. N Bg. day night

SA

1034-21

Sc. 144 conf Pnl. M Bg. day night

Sc. 144 conf Pnl. M Bg. day night

Dialog:

J: AKFFGHH!! F: HA HA HA! FINN: HAHAHA!

Action:

NOZZLE SPRAYS JAKE.

FINN LAVEHS

JAKE WIPES WATER OFF

MAR 0 6 2015

Timing:

Production:

1034-211

ADVENTURE TIME



Sc. |44 cont Pnl. O Bg. day right Sc. |44 cont Pnl. P Bg. day right SA

Dialog:

J: HA HA HA! AHH. F: XSTILL LAUGHING.

J: KNOW WHAT, BRO? I'M GLAD YOU'REHERE

Action:

MAR 0 6 2015

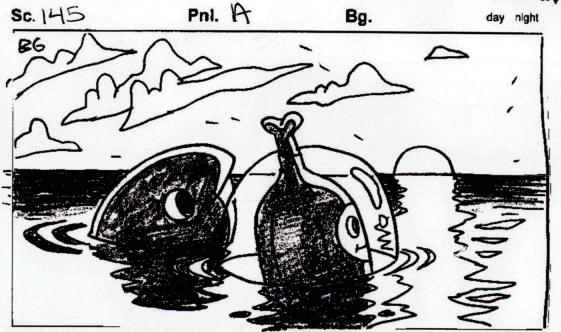
Timing:

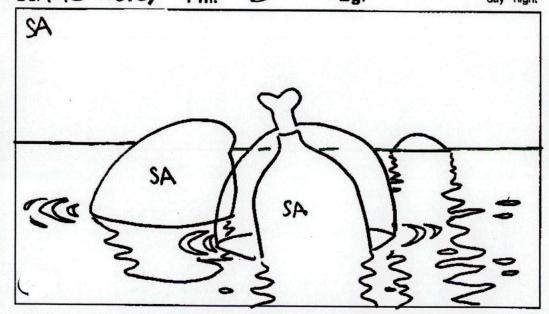
Production:





day night Sc. 145 CONT Pnl. B Bg. day night





Dialog:

J: (V/o): CAUSE DYING TOGETHER SUCKS A LITTLE LESS THAN DYING ALONE:

MAR 0 6 2015

BM + SYBIL WATCHING DUNGET

SUN SETS
POSITION ON REPLECTIONS



Timing:

Production:

034-

N